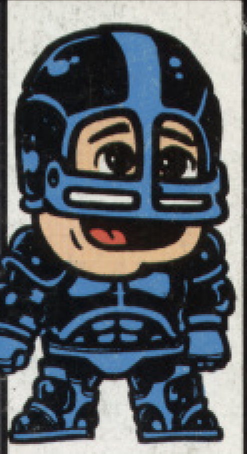
THE WORLD'S BEST CONSOLES MAG!!!

MEAN MACHINES

£1.75
NO 5 FEB

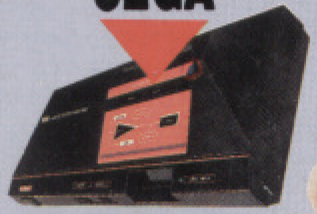


THIS MONTH'S SPECIALS:



- CRACKDOWN ON MEGADRIVE!
- ◀NINTENDO GREMLINS II!
- MEGA FINAL FIGHT TIPS!
- NEW SUPER FAMICOM GAMES!
- CYBER SHINOBI ON SEGA!

SEGA



MEGADRIVE



GX4000

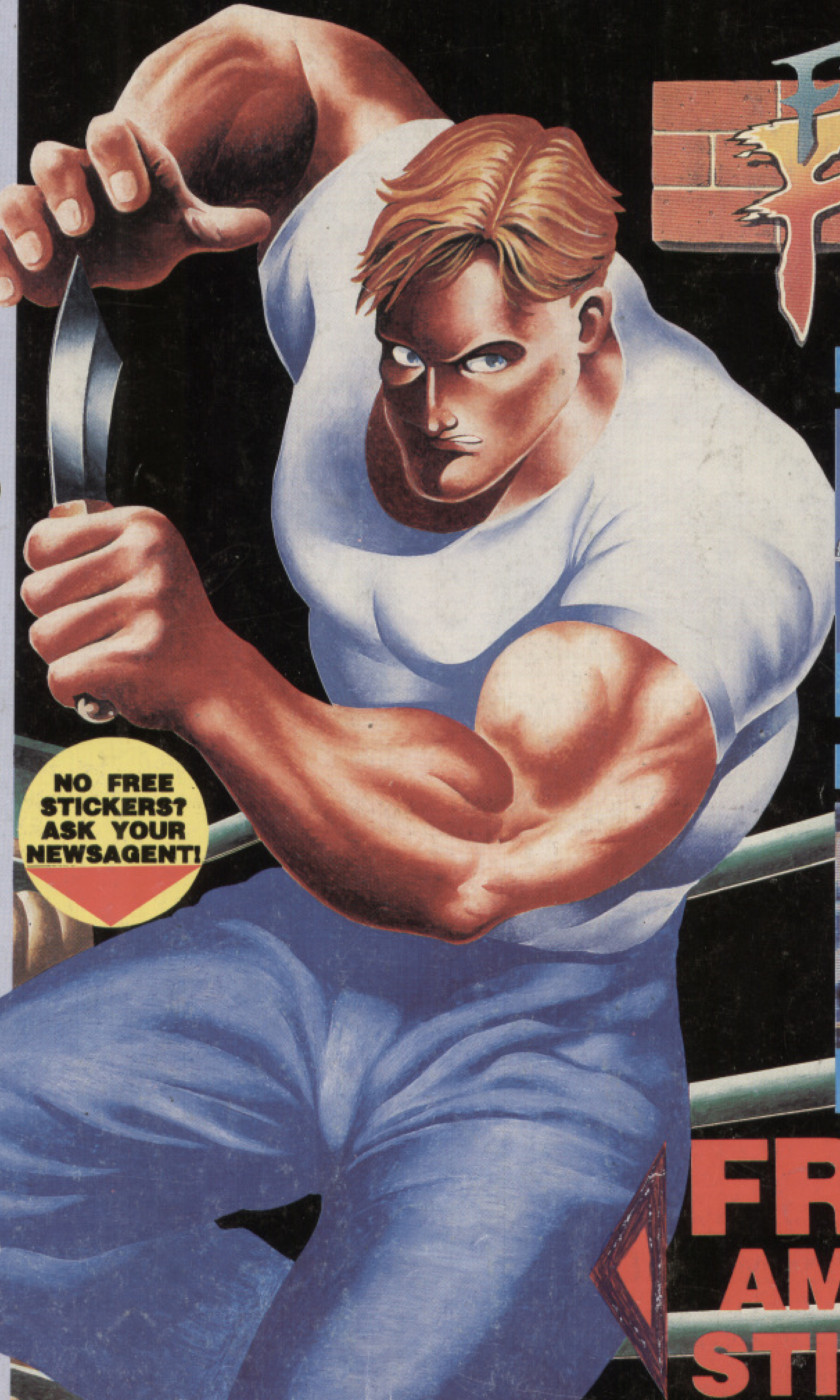


NINTENDO



GA





NO FREE STICKERS? ASK YOUR NEWSAGENT!

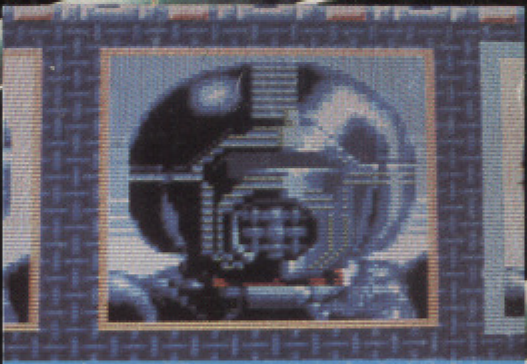
Final Fight

DICK TRACY



FILL 'EM FULL OF LEAD, DICK!

SPEEDBALL



CAN YOU SURVIVE THE VIOLENCE?

FREE!!! AMAZING STICKERS!

Special Reserve NRG CYBERZINE

Special Reserve **SHOCKIN**

Over 2,000 products in our catalogue — **Over 30,000 me**

SPECIAL RESERVE CLUB BENEFITS INCLUDE:

- ***NRG*** (Energy magazine) News, Reviews and Graphics. Screen shots, pack shots, charts, latest Giga-Savers. Game reviews in every issue. Night City Cybertoon and the kill-or-die adventures of the Cyberpunk ***NRG*** street gang - It's Cyber-fantastic! ***NRG*** - bi-monthly to all Special Reserve members.
- ***Release Schedules,*** sent bi-monthly with updated catalogue information.
- ***Sales hotline***, to 8pm weekdays, 5-30pm Saturdays and 5pm Sundays. 0279 600204
- ***Fast despatch*** of stock items ***individually wrapped*** by ***first class post.***
- ***Written confirmations*** (receipts) sent when we receive each order.
- ***Catalogue, Membership Card & Folder*** for ***NRG***.
- ***Refunds*** or change of order on request if delayed.
- ***No Obligation*** to buy. We do not require a signed contract, nor is there any age requirement. With Special Reserve there are no hidden costs.

ANNUAL UK MEMBERSHIP **£6.00**
UK £6.00 EEC £8.00 WORLD £10.00

SALES LINES 0279 600204

Nintendo *Gameboy*

Official UK Version. Free Shockware holsters a Special Reserve membership.



***Gameboy** + Tetris,*
69.99 *two player lead, stereo headphone and batteries*

+ FREE Shockware holster and belt
+ FREE Special Reserve membership

Gameboy Software etc. (MORE SOON)

ALLEYWAY	15.99
BALLOON KID	15.99
DOUBLE DRAGON	15.99
GARGOYLES QUEST	15.99
GOLF	15.99
KING OF THE ZOO	15.99
KWIRK	15.99
QIX	15.99
REVENGE OF GATOR	15.
SOLAR STRIKER	15.
SPIDERMAN	15.
SUPER MARIO LAND	15.
TENNIS	15.
WIZARDS AND WARRIORS	15.
SHOCKWARE GAMEBOY HOLSTERS + BELT	7

Nintendo *Entertainment System*

Official UK Version. Free Special Reserve membership



Nintendo Entertainment System Mutant Machine **89.99**

+ 2 Joypads + Teenage Mutant Hero Turtles Game
+ FREE Special Reserve membership

Nintendo *Entertainment System* Software etc.

AIRWOLF	18.49
BAD DUDES	29.99
BATMAN	32.99
BAYOU BILLY	29.99
BLACK MANTA	25.99
BUBBLE BOBBLE	21.99
DONKEY KONG CLASSICS	18.49
DOUBLE DRAGON	28.99
DOUBLE DRAGON 2	32.49
DOUBLE DRIBBLE	21.99
EXITEBIKE	18.49
FAXANADU	25.99
GAUNTLET 2	32.49
GHOSTBUSTERS 2	28.99
GHOSTS AND GOBLINS	21.99
GOLF	21.99
GRADIUS	21.99
GREMLINS 2	32.49
GUNSMOKE	21.99
IRON SWORD	29.99
JACK NICKLAUS GOLF	28.99
LIFE FORCE	21.99
MEGA MAN 2	32.99
NINTENDO WORLD CUP	25.99
PAPERBOY	18.49
PINBOT	25.99
PRO WRESTLING	25.99
PROBOTECTOR	25.
PUNCH OUT	21.
RAD GRAVITY	25.
RAD RACER	25.
RESCUE	21.
RUSH 'N' ATTACK	25.
RYGAR	21.
SILENT SERVICE	28.
SKATE OR DIE	21.
SNAKE RATTLE AND ROLL	21.
SOCCER	21.
SOLAR JETMAN	25.
SOLOMONS KEY	18.4
SPY VS SPY	18.4
STEALTH ATF	25.
SUPER MARIO BROS 2	32.
SUPER MARIO BROTHERS	21.
SUPER OFF ROAD RACER	21.
TEENAGE MUTANT HERO TURTLES	28.
TENNIS	21.
TETRIS	21.
TIGER HELI	18.4
TO THE EARTH	21.
TOP GUN	25.
TRACK AND FIELD 2	25.
TURBORACING	29.
WIZARDS AND WARRIORS	18.4

NES ADVANTAGE JOYSTICK	32.99
NES DOUBLE PLAYER (REMOTE JOYSTICK)	39.99
NES FOUR SCORE (4 PLAYER ADAPTOR)	27.
NES MAX (TURBO JOYPAD)	22.
NES ZAPPER (LIGHT GUN)	27.

Lynx Software

3D BARRAGE	27.49
720 DEGREES	27.49
APB	27.49
BASKETBRAWL	27.49
BLOCK OUT	27.49
BLUE LIGHTNING	21.99
CHEQUERED FLAG	27.49
CHIPS CHALLENGE	21.99
ELECTRO COP	21.99
GATES OF ZENDECON	21.99
GAUNTLET 3	27.49
GRID RUNNER	27.49
KLAX	27.49
LYNX CASINO	27.49
MS PACMAN	27.49
NFL SUPER-BOWL	27.49
PACLAND	27.49
PAPERBOY	27.49
PINBALL SHUFFLE	27.49
RAMPAGE	27.49
ROAD BLASTERS	27.49
ROBO SQUASH	27.49
RYGAR	27.49
S.T.U.N RUNNER	27.49
SCRAPYARD DOG	27.49
SHANGHAI	27.49
SLIMEWORLD	23.49
TOURNAMENT CYBERBALL	27.49
TURBO SUB	27.49
VINDICATORS	27.49
WARBIRDS	27.49
WORLD CUP SOCCER	27.49
XENEPHOBE	27.49
XYBOTS	27.49
ZALOR MERCENARY	27.49

Atari *Lynx*

Official UK Version. Free Special Reserve membership



Lynx colour handheld system
+ mains powerpack & California Games **119.9**
+ FREE Special Reserve membership

G PRICES

Special Reserve

bers in our clubs — Over 40,000 games in our warehouse

Sega *Megadrive*

Official UK Version. Free extra Joypad and Special Reserve membership.

Megadrive

+ Altered Beast
+ Joypad

189.99

+ FREE extra Turbo joypad
+ FREE Special Reserve membership



Megadrive Software

ALEX KIDD IN THE ENCHANTED CASTLE	23.99	PHANTASY STAR 2	46.49
ARNOLD PALMER TOURNAMENT GOLF	27.49	POPULOUS	30.99
BATTLE SQUADRON	30.99	RAMBO 3	23.99
BUDOKAN	30.99	REVENGE OF SHINOBI	27.49
COLUMNS	23.99	SPACE HARRIER 2	27.49
CYBERBALL	27.49	STRIDER	34.49
ESWAT	27.49	SUPER HANG ON	27.49
FOOTBALL	30.99	SUPER LEAGUE BASEBALL	27.49
FORGOTTEN WORLDS	27.49	SUPER MONACO GRAND PRIX	27.49
GAIN GROUND	27.49	SUPER REAL BASKETBALL	27.49
GHOSTBUSTERS	27.49	SUPER THUNDERBLADE	27.49
GHOULS N GHOSTS	34.49	SWORD OF SODAN	30.99
GOLDEN AXE	27.49	SWORD OF VERMILLION	38.99
HARD DRIVIN'	27.49	THUNDERFORCE 2	27.49
JOHN MADDENS (U.S) FOOTBALL	30.99	TRUXTON	27.49
LAST BATTLE	27.49	TWIN HAWK	27.49
MOONWALKER	27.49	WORLD CUP ITALIA 90	23.99
MYSTIC DEFENDER	27.49	ZANY GOLF	30.99
		ZOOM	23.99

POWER BASE CONVERTER (Allows Use of Master System Games)	28.49
TURBO (FAST FIRE) JOYPAD	14.99
SEGA MEGADRIVE ARCADE POWER STICK	34.99

INEVITABLY, SOME GAMES SHOWN MAY NOT YET BE RELEASED. VAT reg. no. 424 8532 51
Inter-Mediates Ltd. Reg. Office: 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG.

Phone 0279 600204 and ask for our full catalogue absolutely free.

Sega *Master System*

Official UK Version. Free Special Reserve membership.



SEGA MASTER SYSTEM, TWO JOYPADS, ALEX KID — **79.99**
+ FREE Special Reserve membership

SEGA MASTER PLUS SYSTEM WITH LIGHT PHASER GUN, ALEX KID AND MARKSMAN GAMES — **99.99**
+ FREE Special Reserve membership

QUICKJOY SG JETFIGHTER MASTER SYSTEM JOYSTICK	13.99
SEGA MASTER CONTROL STICK	14.99
SEGA MASTER HANDLE CONTROLLER (YOKE)	34.99
SEGA MASTER LIGHT PHASER GUN	29.99
SEGA MASTER LIGHT PHASER GUN WITH TRAP SHOOTING, MARKSMAN SHOOTING & SAFARI HUNT	44.99
SEGA MASTER RAPID FIRE UNIT	7.99
SEGA MASTER SG COMMANDER CONTROL PAD	9.99

Sega Master Software

ACTION FIGHTER	11.99	ENDURO RACER	9.99	PARLOUR GAMES	14.99
AERIAL ASSAULT	22.99	ESWAT	22.99	PRO WRESTLING	22.99
AFTERBURNER	22.99	F16 FIGHTER	14.99	R-TYPE	22.99
ALEX KIDD	19.99	FIRE AND FORGET 2	22.99	RAMBO 3	22.95
ALEX KIDD IN HIGH TECH WORLD	22.99	GAIN GROUND	22.99	RASTAN	22.99
ALEX KIDD IN SHINOBI WORLD	22.99	GAUNTLET	22.99	RESCUE MISSION	9.99
ALEX KIDD LOST STARS	22.99	GHOSTBUSTERS	22.99	ROCKY	22.99
AMERICAN BASEBALL	22.99	GOLDEN AXE	22.99	SECRET COMMAND	11.99
AMERICAN PRO FOOTBALL	22.99	GOLFAMANIA	25.49	SHINOBI	22.99
AZTEC ADVENTURE	11.99	GREAT BASKETBALL	19.99	SUBMARINE ATTACK	22.99
BOMBER RAID	22.99	GREAT GOLF	19.99	SUPER MONACO GRAND PRIX	22.99
CALIFORNIA GAMES	22.99	IMPOSSIBLE MISSION	22.99	SUPER TENNIS	9.99
CASINO GAMES	22.99	INDIANA JONES	22.99	TEDDY BOY	9.99
CHASE HQ	22.99	JUNGLE FIGHTER	22.99	TENNIS ACE	22.99
COLUMNS	19.99	MONOPOLY	22.99	TRANSBOT	9.99
CYBORG HUNTER	19.99	MOONWALKER	22.99	ULTIMA 4	29.99
DOUBLE DRAGON	22.99	NINJA	9.99	WONDERBOY	19.99
DYNAMITE DUX	22.99	OPERATION WOLF	22.99	WONDERBOY 3	22.99
		OUTRUN	22.99	WORLD SOCCER	19.99
		PAPERBOY	22.99	ZILLION 2	23.99

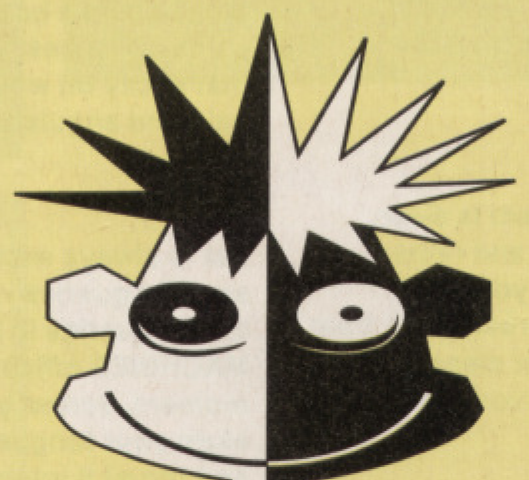
Special Reserve NRG CYBERZINE

SPECIAL RESERVE CLUB BENEFITS INCLUDE:

- ***NRG*** (Energy magazine) **N**ews, **R**eviews and **G**raphics. Screen shots, pack shots, charts, latest Giga-Savers. Game reviews in every issue. Night City Cybertoon and the kill-or-die adventures of the Cyberpunk ***NRG*** street gang - It's Cyber-fantastic! ***NRG*** - bi-monthly to all Special Reserve members.
- ***Release Schedules***, sent bi-monthly with updated catalogue information.
- ***Sales hotline***, to 8pm weekdays, 5-30pm Saturdays and 5pm Sundays. 0279 600204
- ***Fast despatch*** of stock items ***individually wrapped*** by ***first class post***.
- ***Written confirmations*** (receipts) sent when we receive each order.
- ***Catalogue, Membership Card & Folder*** for ***NRG***.
- ***Refunds*** or change of order on request if delayed.
- ***No Obligation*** to buy. We do not require a signed contract, nor is there any age requirement. With Special Reserve there are no hidden costs.

ANNUAL UK MEMBERSHIP £6.00
UK £6.00 EEC £8.00 WORLD £10.00

Nim Numnutz



WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN
THERE IS A SURCHARGE OF 50P PER GAME FOR TELEPHONED ORDERS
(PLEASE PRINT IN BLOCK CAPITALS)

Name & Address ______________________

____

Post Code __________ Tel. __________

Machine type ______________________

Payable to: **Special Reserve**
P.O. Box 847, Harlow, CM21 9PH

Existing members please enter your Membership No. [ ]

Special Reserve annual membership MEAN9
£6.00 UK, £8.00 EEC, £10.00 World

PLEASE ENTER MEMBERSHIP FEE £

Item £

Item £

Item £

Software Prices include UK or EEC Postage.
World software orders please add £1.00 per item.
For non-software items such as joysticks please add Overseas carriage of10% EEC or 25% World (no UK charge).
Overseas orders must be paid by credit card.

£

Credit card issue/expiry date ______________________

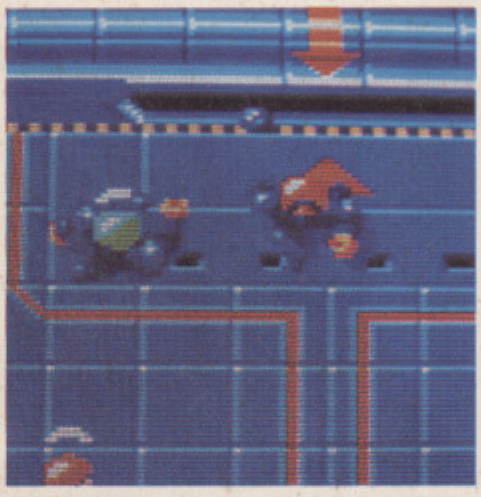
*CHEQUE/*POSTAL ORDER/*MASTERCARD/*VISA/*ACCESS

CONTENT

MEAN MACHINES FEBRUARY ISSUE FIVE

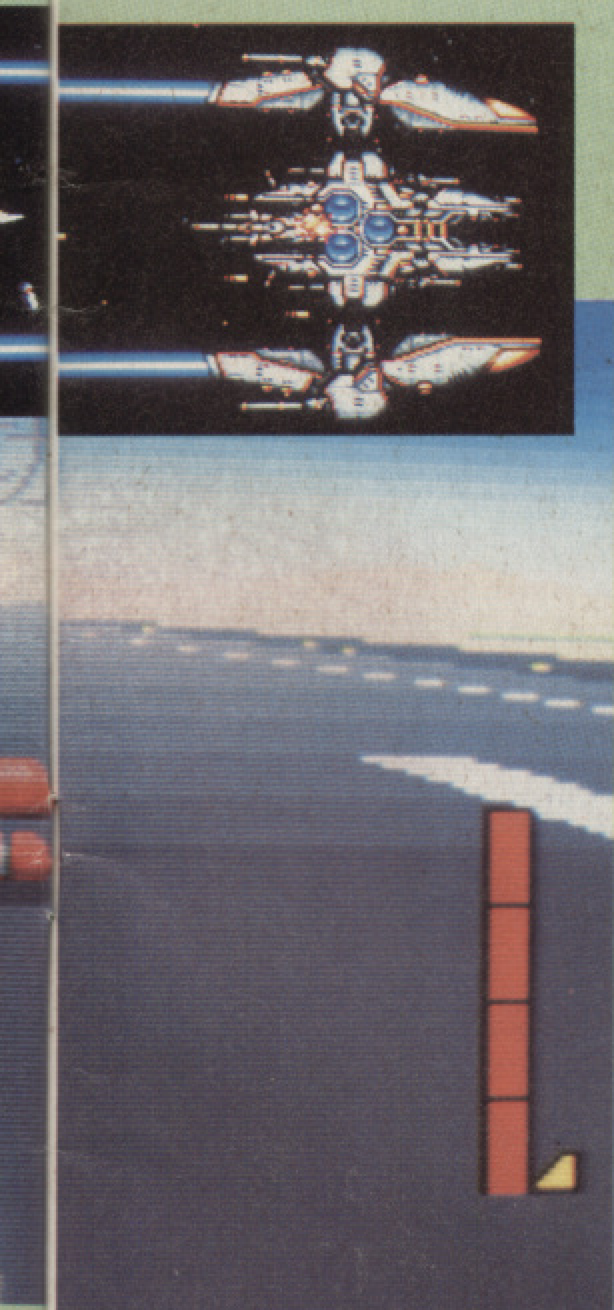




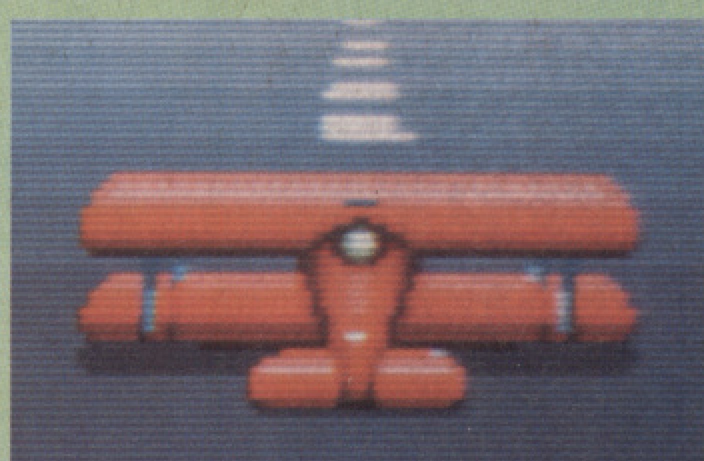














GAMES REVIEWED

EDITOR
JULIAN "JAZ" RIGNALL
ART EDITOR
OSMOND "OZ" BROWNE
STAFF WRITER
MATTHEW "RAZ" REGAN
ILLUSTRATOR
GARY "GAZ" HARROD
AD MANAGER
MARTHA "MAZ" MOLOUGHNEY
PRODUCTION ASSISTANT
EMMA "EZ" SADLER
PUBLISHER
GRAHAM "GRAZ" TAYLOR

THANKS THIS MONTH TO: Norman S Underhill, Steven T Davies, Veronica Donald and Harry Soames II for always being so sharing.

HEDITORIAL AND HADVERTISEMENT HOFFICES: Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.
RING A-DING-DING: 071 251 6222
FAX OFF: 071 490 1095
PRINTED BY: BPCC BUSINESS MAGS LTD
COLOUR BY: PROPRINT
PROPRINT'S ULCERS BY: OZ 'N' GAZ
TYPESET BY: CAPTAIN ONAN AND HIS SALTY SEA MEN
DISTRIBUTED BY: BBC FRONTLINE

COMPETITION RULES

No EMAP employees or their immediate kin may enter (boo), but all you lot can, except from Mr Spaz himself, Dwayne Minton of West Wormwood because he's a very annoying person indeed and suffers from pantistinkum bottiskidium. Whatever the Editor says goes, and no correspondence shall be entered into. So don't even think about arguing because you'll never win. Not ever.

FINALLY

What did I tell you? Nobody got last issue's film quotes right, so we keep the Gameboy! Har! Har! Har! If you're wondering where they came from, here they are (respectively): Blade Runner, Star Wars, Dark Star, Robocop, Dirty Harry, Evil Dead II, Aliens, Way Out West, Naked Gun and Diner. Unfair? Life never is, kids...

KEY-BO

When most people think of console games, they tend to think of cute, platform-type games. This might have been true up until a year or so ago - just check out Nintendo and Sega's vast range of Mario/Alex Kidd-type and other cutie games. However, a new wave of console games are now beginning to emerge which are far more complex and challenging and help put paid to many a computer owner's boast that console games are all simple, straightforward and cute - games like Silent Service, John Madden's Football, Populous, Pilotwings, Leaderboard, Heroes of the Lance and Pinbot, all of which appeared recently, and offer plenty of originality and depth.

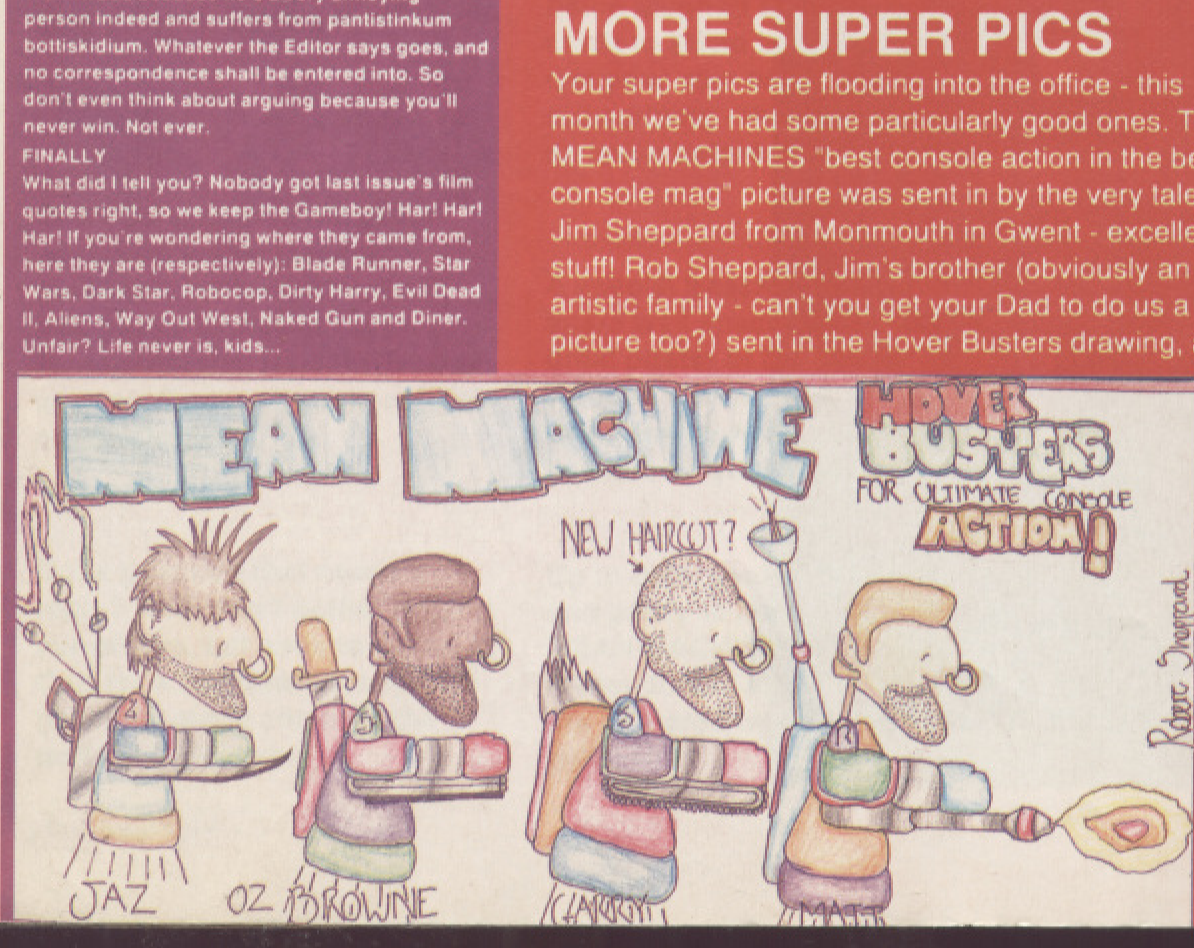
And when you look and see what's coming out soon, games like F-15 Strike Eagle, Abrams Battle Tank, 688 Attack Sub, Sim City, Vette, Twin Peaks and Maniac Mansion, you see that the range of console games available on a whole variety of machines are swiftly becoming as diverse as computer games!

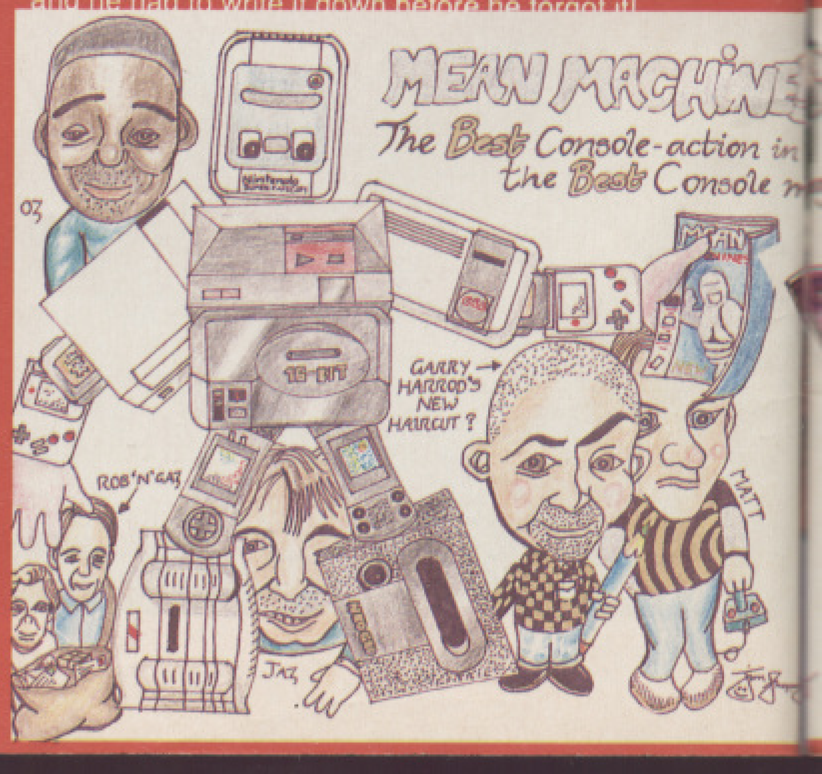
And before you say it, yes, there are still plenty of cutie games too - Mario 4 and Mickey Mouse being prime examples - but programmers are adding new twists and puzzles to stop the genre from becoming stale!

Consoles aren't quite the limited, simplistic machines that people like to think they are. They're becoming sophisticated games machines that can cater for all tastes...

MORE SUPER PICS

Your super pics are flooding into the office - this month we've had some particularly good ones. The MEAN MACHINES "best console action in the best console mag" picture was sent in by the very talented Jim Sheppard from Monmouth in Gwent - excellent stuff! Rob Sheppard, Jim's brother (obviously an artistic family - can't you get your Dad to do us a picture too?) sent in the Hover Busters drawing, and the picture with Matt golfing and Julian as Strider came from Shaun Preece. Excuse the "SHMC" scribble on the right of that picture, but that was Julian's fault - it's a code to a later level on Gremlins II and he had to write it down before he forgot it!





RED

JULIAN "ARMANI" RIGNALL
Never willing to be in one place for long (apparently the style police are after him for wearing loud rugby shirts without a licence), Jaz has recently been zooming around the Brands Hatch circuit in XR2's and Formula First racing cars (more about that next month). Still, when you live in Southend you need to be able to move fast...
CURRENT FAVE GAMES: MARIO 4, JOHN MADDEN'S , POWER RACER



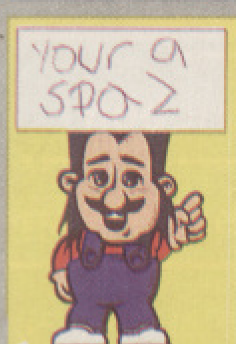


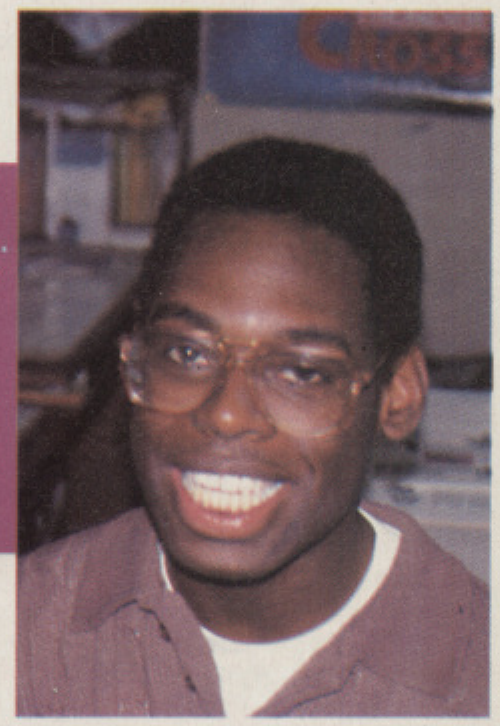
MATT "RAGBAG" REGAN
The Terror of olde Wanstead Towne and part-time Man from C&A has been attracting attention to himself by having enormous and rather rude holes in the bottom of his jeans. Why? So that he only needs to pull his Y-Fronts down when he goes to the toilet.
CURRENT FAVE GAMES: FINAL FIGHT, JOHN MADDEN'S, MICKEY MOUSE

FREE STICKERS!

So you've got your lovely supa stickas, but you aren't happy with the messages. Well, just cut out one of the other utterly hilarious messages out and place it carefully on top of the message you wish to cover.
Alternatively, if you're a really skill dude, you can cut up a blank bit of sticker from the very edge of the sticker sheet and place it over the existing message and write your own! Wow! Is that great or what?

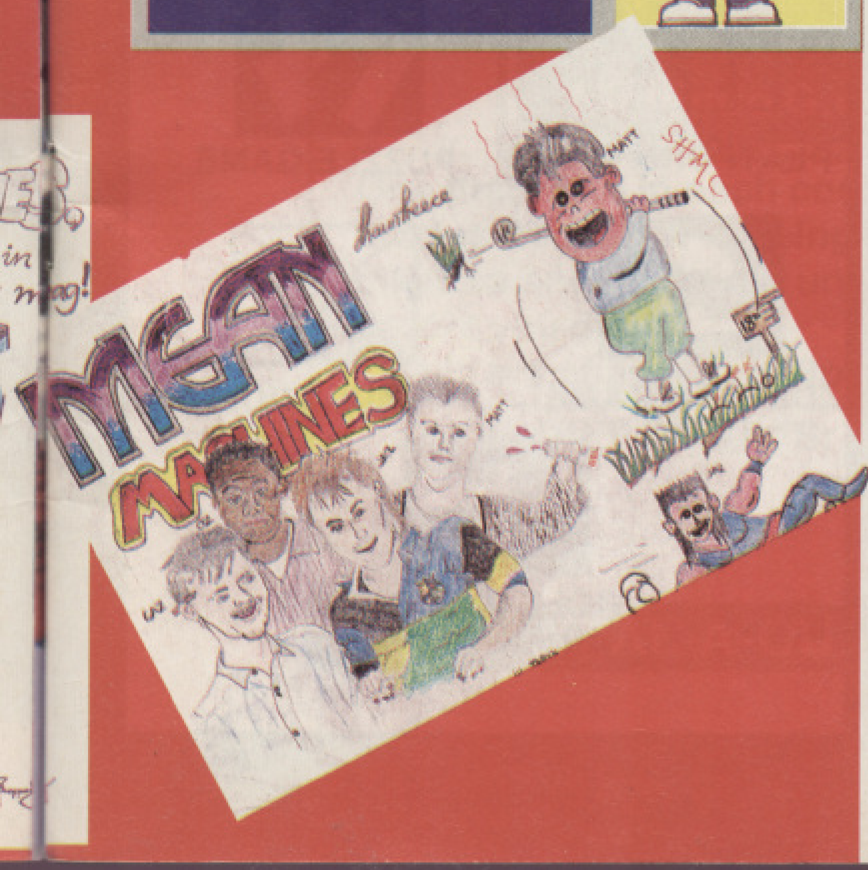






OZ "GAULTIER" BROWN
Oz plays it safe by only ever wearing jeans and a t-shirt. When asked about this fashion statement, Osmond shame-facedly replies that he hasn't learned how to use shirt buttons yet. Other Oz news - he's finally bought a Megadrive game! Mickey Mouse has now been added to his grand collection of one game.
CURRENT FAVE GAMES: JOHN MADDEN'S, RINGSIDE ANGELS, THUNDERFORCE III





GARY "WURZEL" HARROD
Never one to pay attention to what the rest of the world's wearing, our Gazza has been sporting the latest in Millet's sweaters. He obviously acquired his battered jeans from an overnight tramp friend. Perhaps when he gets paid (this year's salary is 12p) he can go to a jumble sale and kit himself out.
CURRENT FAVE GAMES: GOING HOME EARLY, GLOATING OVER HIGH SCORES, F-ZERO

THE RATINGS

RATINGS WORK

Here at MEAN MACHINES we are committed to giving you the most in-depth console reviews possible. Here's how they work.

GAME DIFFICULTY: This tells you how easy or tough the game is. If you're a novice player, easy games should keep you happy. If you're a veteran joystick-jockey, medium or hard games are recommended.

LIVES: Tells you how many times can you die and still return from the grave.

CONTINUES: Tells you how often you can restart from where you died. Beware: too many continues can allow you to finish the game too quickly, and seriously damage your enjoyment.

SKILL LEVELS: Many games let you fix the difficulty level for yourself, so you can increase the challenge if you get good at it. This tells you how many skill levels there are.

RESPONSIVENESS: Is it humanly possible to avoid that mutant's death-beam, or does the joystick refuse to obey your frantic commands? This section lets you know!

PRESENTATION: This is an important part of any game. Are the instructions clear (and in English)? Do the option screens make sense and look pretty? Is the screen well laid out? Is there plenty of in-game info? This rating tells you all.

GRAPHICS: This includes not only the quality of the sprites and their animation, but the backgrounds as well. Graphics are judged not only on their prettiness, but on how well they are suited to the game.

SOUND: The difference between a booming, catchy intro tune and a few weak bleeps that sound like a dying Spectrum is indicated here. Music and effects can make a big difference to a game, so don't ignore this factor.

PLAYABILITY: Some games you just can't stop playing, no matter how late at night it is. This measures the addictiveness of the game, and how much you'll think about it - even when you're not playing it!

LASTABILITY: You don't want to spend your cash on something that will only last a week. Check this box out to judge if you are going to be playing it in a month, or be bored with it within a week.

OVERALL: This is it. This mark takes into account all the above ratings and acts as a guide to the game's overall quality. If a game scores over 90%, it's a Megagame and is well worth buying!

PLAYERS: Simply tells you how many players can play the game - either simultaneously, or one after the other.

MEGADRIVE REVIEW



BY: SEGA
PRICE: £34.99
RELEASE DATE: NOV
GAME DIFFICULTY: EASY/MED
LIVES: 3
CONTINUES: UNLIMITED
SKILL LEVELS: 3
RESPONSIVENESS: VERY FAST

1 PLAYERS

PRESENTATION 71%
Three skill levels, but little else.

GRAPHICS 82%
Bright, with well defined sprites

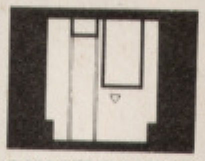
SOUND 74%
A decent, if rather tinny tune and basic effects.

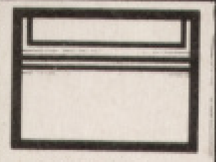
PLAYABILITY 85%
Easy enough to begin with, getting rapidly harder. Highly addictive stuff!

LASTABILITY 76%
Experienced blasters should be able to complete the game - if not, you'll certainly have fun trying.

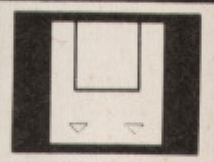
OVERALL 82%
A highly enjoyable blasting romp. Recommended to shoot 'em up fans.

FORMAT: This icon tells you what type of cartridge the game is on - here's the full list:


NINTENDO

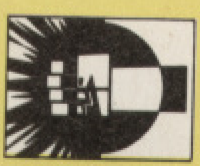

SEGA


MEGADRIVE


GX4000

GAME TYPE: These nifty icons show you what sort of game it is - here's the full list:


SHOOT 'EM UP


BEAT 'EM UP

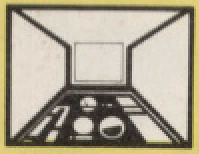

SPORTS GAME


ARCADE CONVERSION


PLATFORM GAME

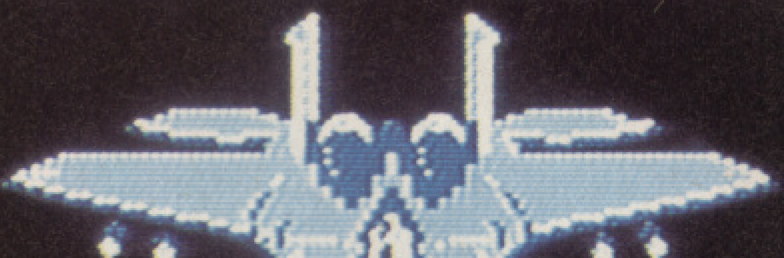

PUZZLE GAME


DRIVING GAME


SIMULATION


ROLE PLAYING ADVENTURES



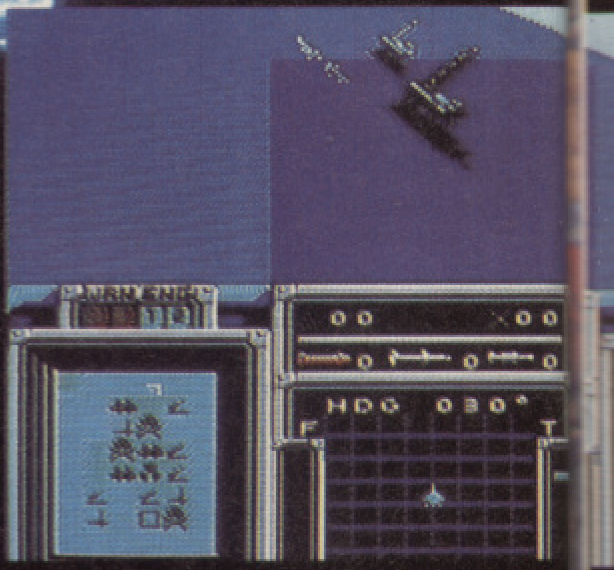


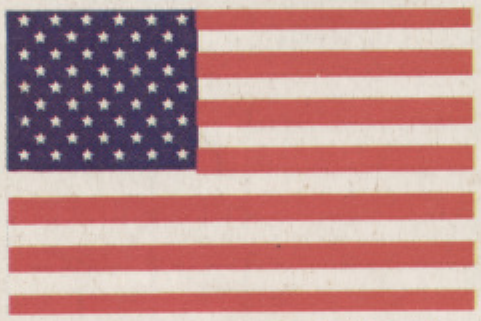
F-15 STRIKE NINTENDO

The USAF's vast fleet of F-15 Strike Eagles has been very busy in the Gulf recently, using their "smart" weaponry to take out Iraqi installations as well as engaging enemy planes in dogfight situations. If you've seen them whizzing around the place on the telly and wouldn't mind having a go at flying one yourself, Microprose will soon give you the chance courtesy of their second Nintendo simulation, F-15 Strike Eagle.

There are seven different missions, ranging from bombing to engaging enemy aircraft, and two levels of play to challenge even expert players.

Looking at the screen shots, it certainly looks an interesting game, and should certainly appeal to Nintendo flyboys. There's no official release date as yet, but we'll give you more news when we have it.





CHAIR-TASTIC!

If you're a fan of those coin-ops that you climb into and get thrown you around while you play, you might well be interested in these two items that were featured recently at the CES show in America, Las Vegas which sort of does a similar thing.

They're both seats which tilt and move you around while you play games on your Nintendo or Megadrive. First is the Hot Seat, which is basically controlled by your own body movements, tilting as you tilt and so on.

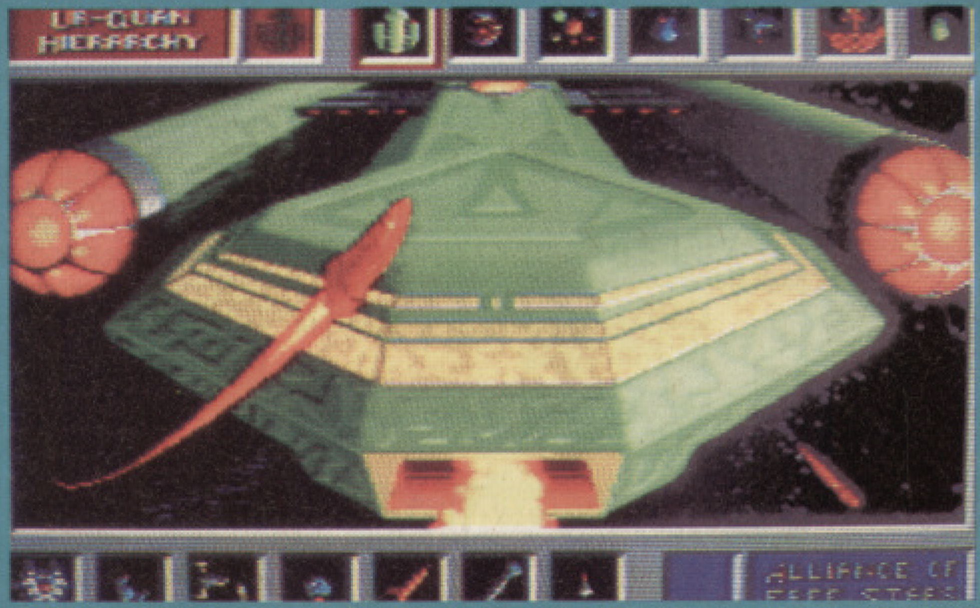
The second is the all-steel constructed Simulator 1 Action Chair in which the player has to lean left, right, backwards and forwards to actually control the action on-screen.

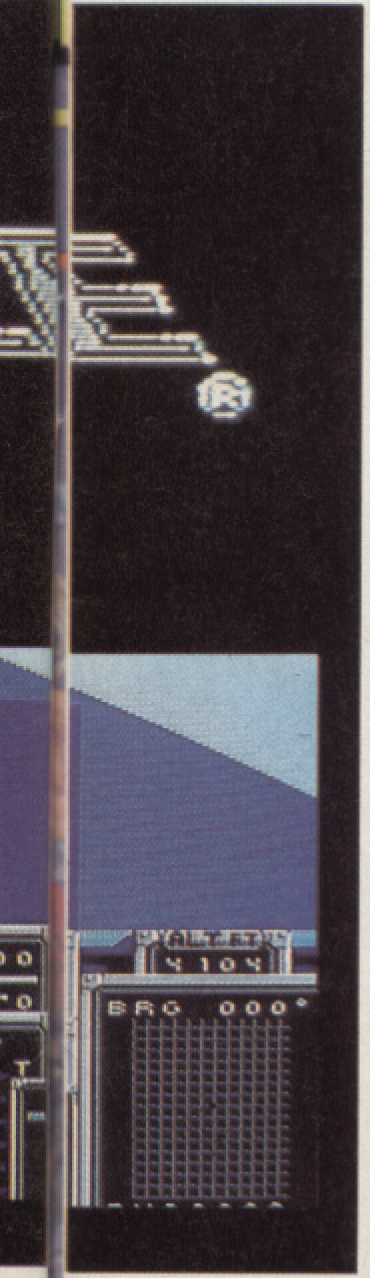
They're both pretty interesting concepts, and no doubt as the console market expands, we can expect to see many more things like these appearing in shops up and down the UK.











CYBORG LASER LAFFS

One of the better Amiga games to appear last year was Turrican, a huge arcade adventure in which you guide a laser-packing cyborg around a massive (and we mean MASSIVE) multidirectionally scrolling map.

"So what's it got to do with consoles", we hear you ask. Well, Accolade are currently converting the game to the Megadrive, and pretty good it looks too, containing all the thrills and spills of the Amiga version.

The only bad news is that the game won't appear on the shelves until late summer, so we've got to wait for ages before we can play the game. Oh well...





RULE THE UNIVERSE

Coming soon on the Megadrive from Accolade is Star Control, a "huge" space game in which arcade action and strategy are combined as you, the super-duper all-round nice guys the Alliance of Free Stars, take on the evil Ur-Quan race.

Boasting in-depth gameplay, great graphics and plenty of scope for long-term play, Star Control is certainly an original and unusual console game which we're looking forward to seeing. It's released in the states during Easter, and should be available in this country shortly afterwards. We'll keep you posted.

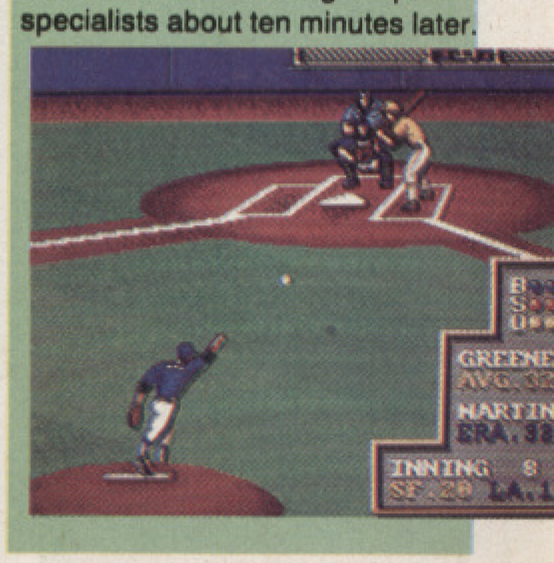




MORE BASEBALL - HOORAY

If you're the person who can't get enough of baseball games, you'll be pleased to hear that Accolade are working on Hardball, a new baseball game for the Megadrive.

It's got eight different teams and oodles and oodles of statistics, in fact, it's packed with everything a baseball fan could ever want. The game will be out in America later this year, and will no doubt be on-sale through import specialists about ten minutes later.



TERMINATOR II

One of the forthcoming films of this year that the MEAN MACHINES mob is waiting for with baited breath is Terminator II: The Judgement Day. The film stars Arnold Schwarzenegger as the Terminator, an evil and powerful android of the future which is sent back through time on specialised assassination missions.

Acclaim have already signed up the Nintendo licence, and the game will appear the same time the film is released in the States. Sounds like one to look out for!



XENON II

Mirrorsoft's Sega games are coming on apace! A few months ago we showed a very early shot of Xenon II, the up-the-screen, power-up, shoot 'em up extravaganza. But now we've managed to get hold of some more up-to-date shots, which show just how much the game has come along since then.

It's hoped that the game will be released soon after Easter - we'll bring you a further report when we have more news.

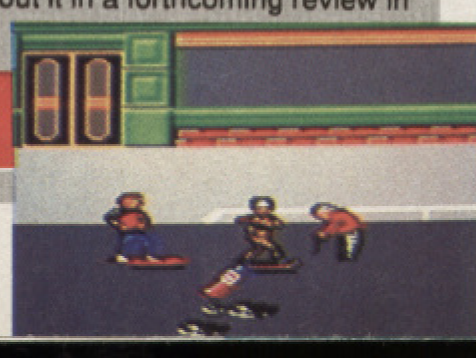
GET BACK IN THERE!

As well as Xenon II, Mirrorsoft are also working on Back to the Future II, a game based around the blockbusting film.

The player guides Marty Mcfly through five different levels of action on his quest to assure that time isn't changed by horrid Bif Tannen.

The computer versions weren't particularly well received due to the rather dull gameplay, but hopefully this Sega version will be tweaked to improve the playability.

We'll tell you all about it in a forthcoming review in MEAN MACHINES.



DON'T HAVE A NINTENDO, MAN

One of MEAN MACHINES crew's all-time favourite programmes of all time is The Simpsons, and there was much whooping and hollering when it was discovered that Acclaim are soon to release Simpson Nintendo and Gameboy games in the US!

Bart Vs The Space Mutants is the name of the Nintendo game, and stars all the members of the family as Bart saves Earth from the bad guys from outer space!

Little is known about the Gameboy title, but rest assured we'll bring you the complete low-down as soon as we get more information!



NEWS FROM USA

PRICKS AT THE SPEED OF SOUND

The game that everyone seemed to be talking about after the recent CES show in Las Vegas, America was Sonic the Hedgehog on the Megadrive. Starring Sonic (a Hedgehog in case you couldn't guess from the title), it's a platform game which features some amazing gameplay and loads of original elements.

We're absolutely dying to see the game, and rest assured that as soon as we get hold of it, we'll stick loads of pictures of it in the magazine.





MARIO PHONE HOME

New evidence that America has gone completely Mario bonkers was found recently when this little gadget was spotted on display in a shop in the US. It's the Super Mario telephone! Brilliant, eh? Whatever next? Super Mario dishwashers?

MULTI-PLAY MEGAPLAY

One of those strange "time saving" widgets that the console industry throws up every now and then is the Megaplay, a device that lets you have ten games plugged into the Megadrive simultaneously so that you can select one at a time at the touch of a button.

This isn't a new concept - similar models were available for the Atari VCS system over ten years ago - but if you're lazy, it means you don't have to worry about opening and closing boxes.

The machine has only just appeared in the US, so expect importers to get them soon!

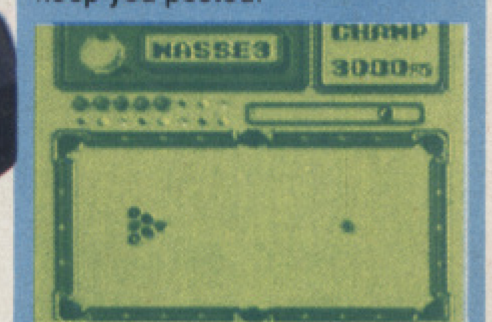


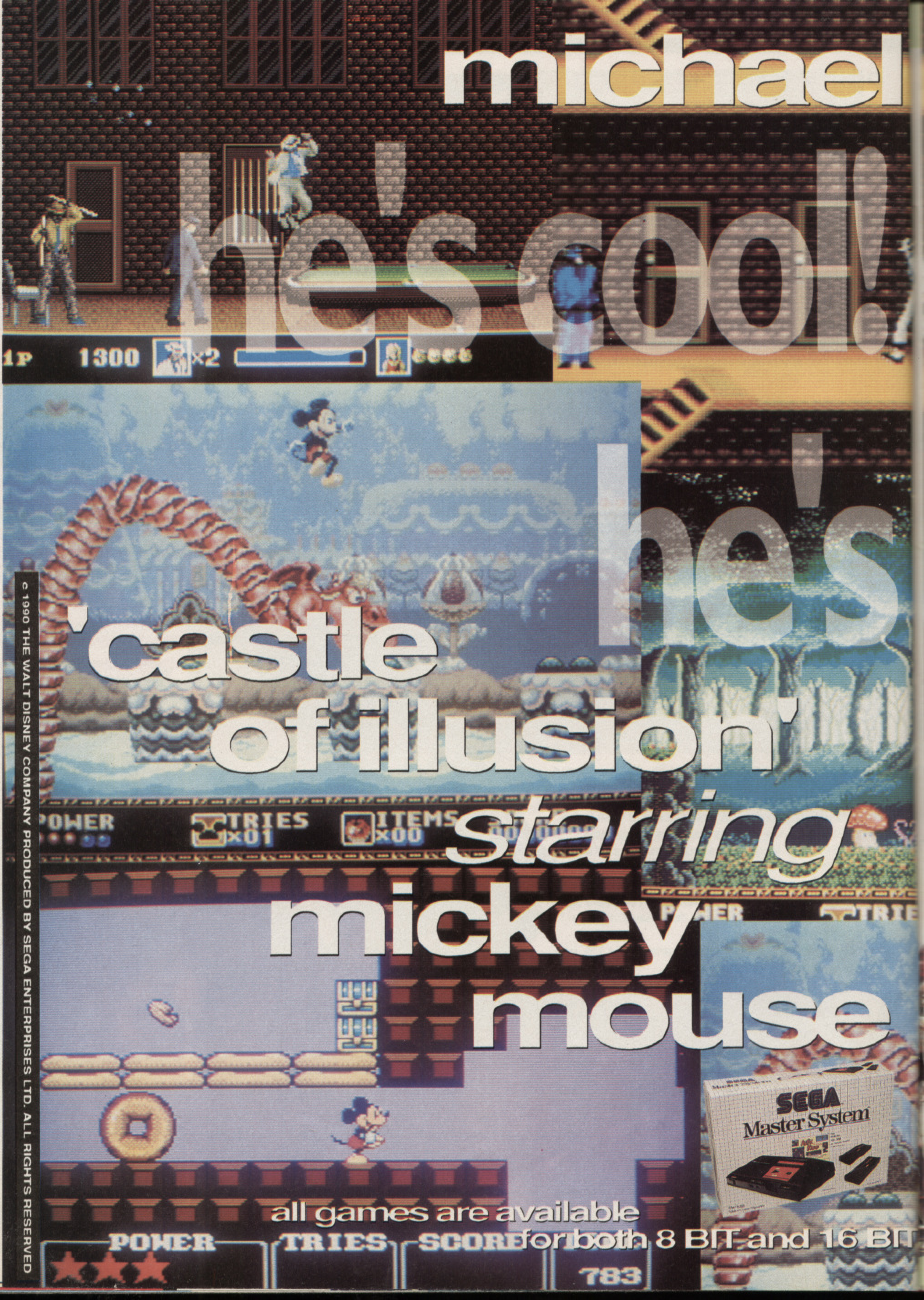


PORTABLE POOL

We're not talking inflatable padding pools here, we're talking Side Pocket, a pool game for the Gameboy. There's plenty of options for all you potential hustlers, including trick shots, a one-player tournament and a two-player link-up!

Side Pocket is scheduled for release later on this year - we'll keep you posted.




michael
he's cool!
1P 1300 ×2
he's
'castle of illusion'
starring
mickey mouse
POWER TRIES ×01 ITEMS ×00
POWER TRIES SCORE 783
SEGA
Master System
all games are available
for both 8 BIT and 16 BIT
c 1990 THE WALT DISNEY COMPANY PRODUCED BY SEGA ENTERPRISES LTD. ALL RIGHTS RESERVED



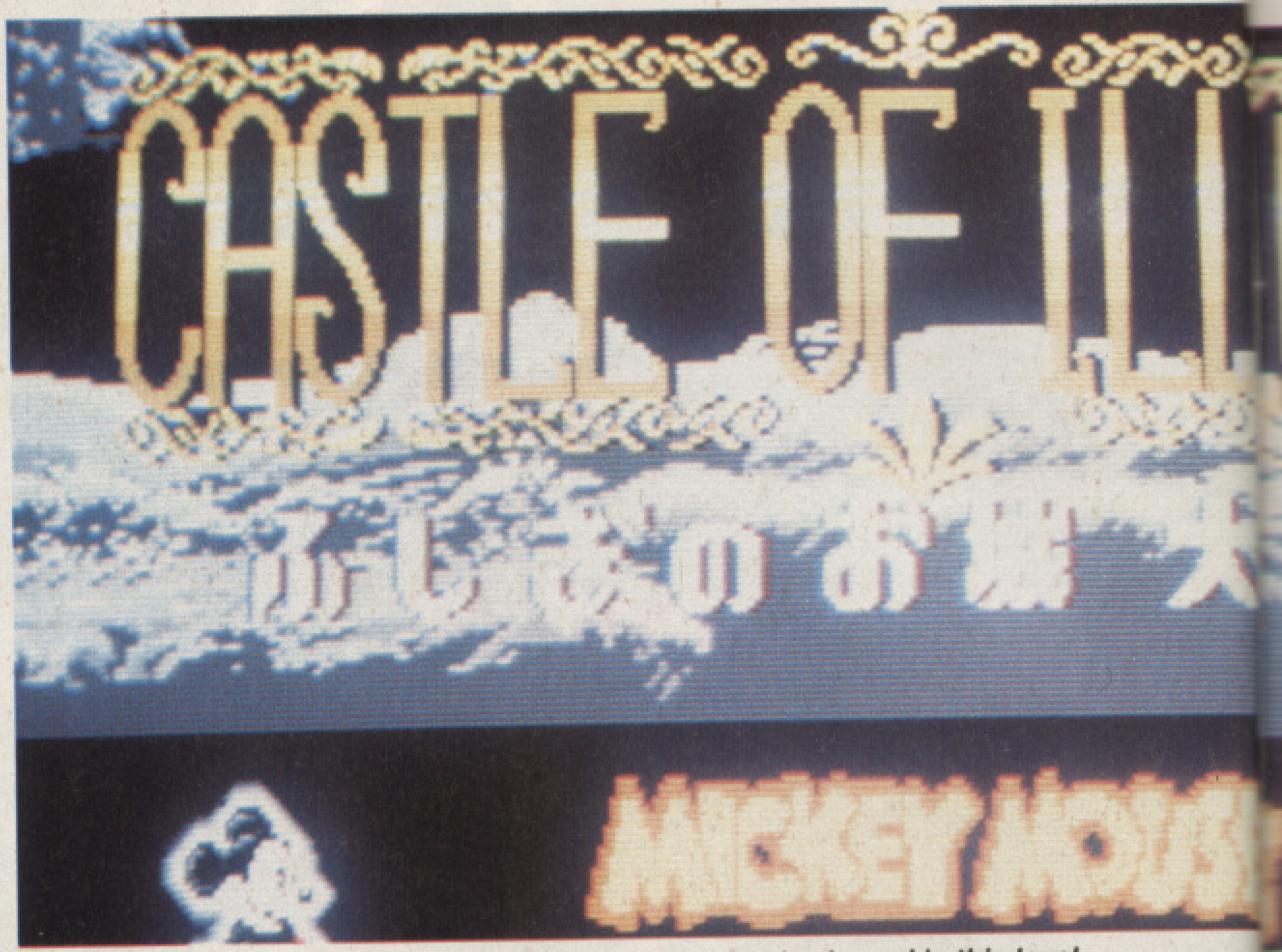
jackson's
'moonwalker'
dick tracy
tough!
he's cute!
"DO ME A FAVOUR... PLUG ME INTO A
coming soon from
SEGA"
FROM Virgin
MEGA DRIVE
SEGA

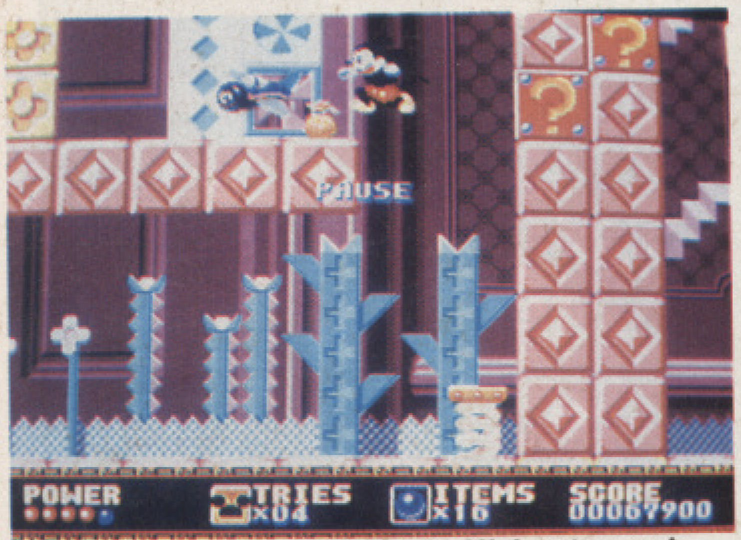
When your sweetheart is abducted you'll go to the end of the Earth to rescue her - even if she's a mouse.

This is the sorry situation that Mickey finds himself in at the beginning of this game; Minnie has been captured by the Evil Witch and taken to her Castle of Illusion. The only way for Mickey to release his loved one is to go on a quest for the seven magical jewels, and so build a rainbow bridge across the chasm to the Castle.

Mickey Mouse battles his way through five surreal levels of platform action, gathering the coloured gems as he goes. Starting in a forest world, Mickey is attacked by mutant mushrooms, terrifying trees and ferocious flowers. Then it's on to Toytown, where bizarre childhood objects block the spunky rodent's path. Later stages are set in Aztec ruins, a cupboard and eventually the Castle of Illusion itself.

To help him on his way, our favourite big-eared character performs a number of offensive and defensive moves. The cuteness level's set to max, Mickey's bottom is ready to destroy the baddies, and it's time to don those ears and gather the jewels!



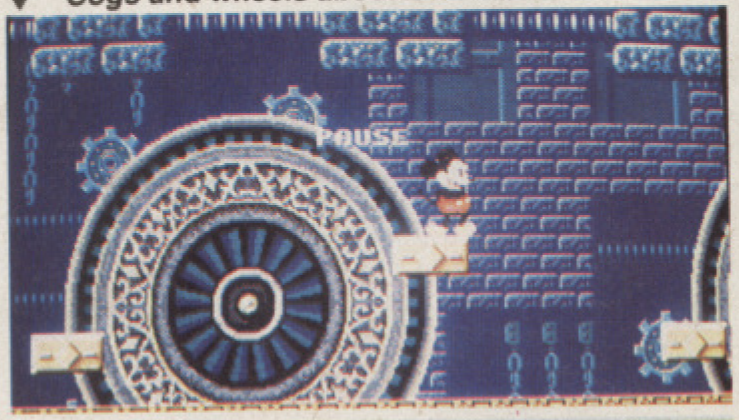


▲ Using springboards allows Mickey to reach otherwise-inaccessible places.



▲ Mickey in Cake Land!

▼ Cogs and wheels abound in this level.



COMMENT



JULIAN

I must admit that I've been utterly glued to the Megadrive since this came into the office. It's a stunning game, and has an addiction that has you eating your meals while you play, and giving up hours of sleep on consecutive nights. And it's easy to see why. The graphics are incredible, with beautifully drawn and animated sprites that ooze character, and sumptuous parallax-scrolling backdrops that are easily some of the best ever seen in a console game (the cake level is unbelievable). The sound is also brilliant - the humorous tunes and great sound effects enhance the atmosphere perfectly. But it's the superb gameplay that makes this such a winner. There are some devilish traps to overcome, and there are plenty of surprises along the way to baffle and amuse the player. If you've got any sense, get hold of a copy of Mickey Mouse now!

STAGE 1

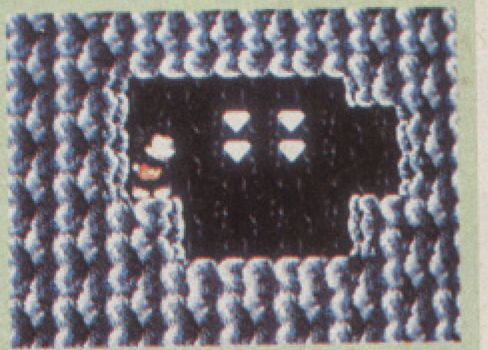
Walking plants, ginormous spiders and moaning ghouls haunt the spooky forest, and if Mickey isn't careful, they'll be having roast rodent for tea!



▲ Hopping from leaf to leaf isn't that easy - some of them move!



▲ Mickey grabs a hidden bonus.







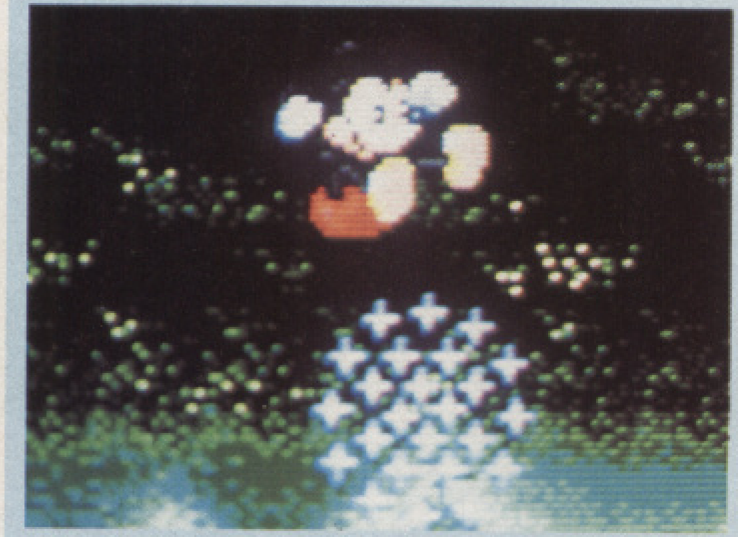


RODENT RESPONSES

Controlling the cheeky cheese-eater takes a little practice, but pays dividends when you want Mickey to perform stunts like ducking and jumping. On later levels the hero even swims through cups of tea! Timing bounces correctly is vital to success, so keep practicing at first until you get it right.

▼ BOTTOM BOMB

By quick pressing of the button, Mickey's rear end is transformed into a baddie-bashing weapon!





▲ SWING

Grabbing the assorted pendulums and chains, Mickey swings from platform to platform with the greatest of ease.

▼ THROW

Mickey wallops his foes with various objects - but he has a limited supply, so must not waste them.

▼ JUMP

Mickey leaps into the air and can travel quite a distance.





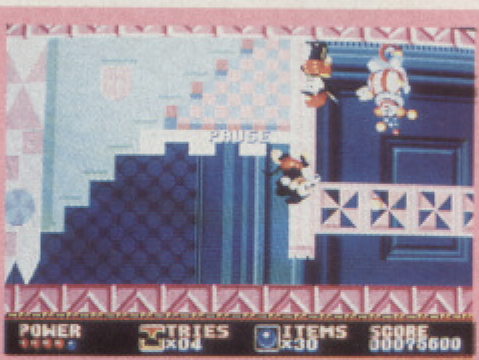
▼ The third end of level baddie - see the tips section to know how to beat him!

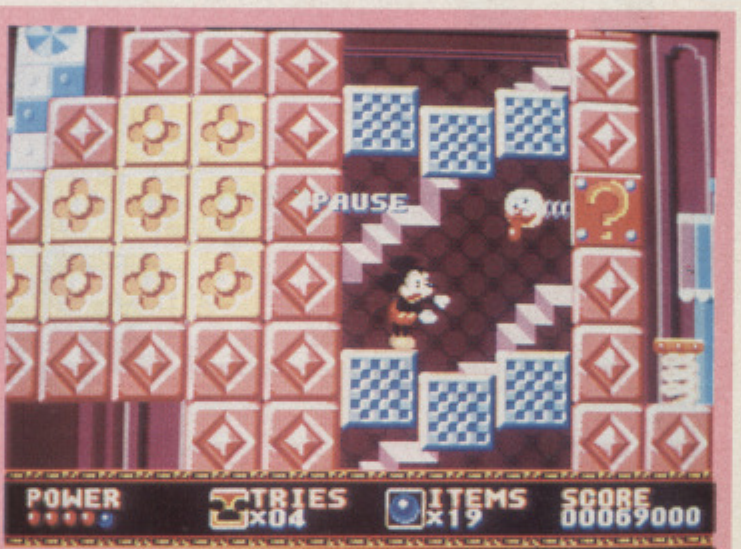


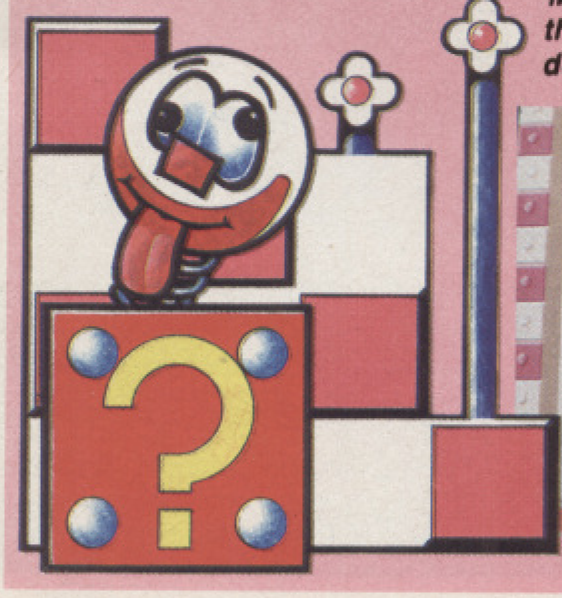
STAGE 2

Radio-controlled aeroplanes, clowns on unicycles and tin soldiers give Mickey grief on this level. Watch out for the magic steam trains!

Mickey flips ▶ the screen and destroys his foes.





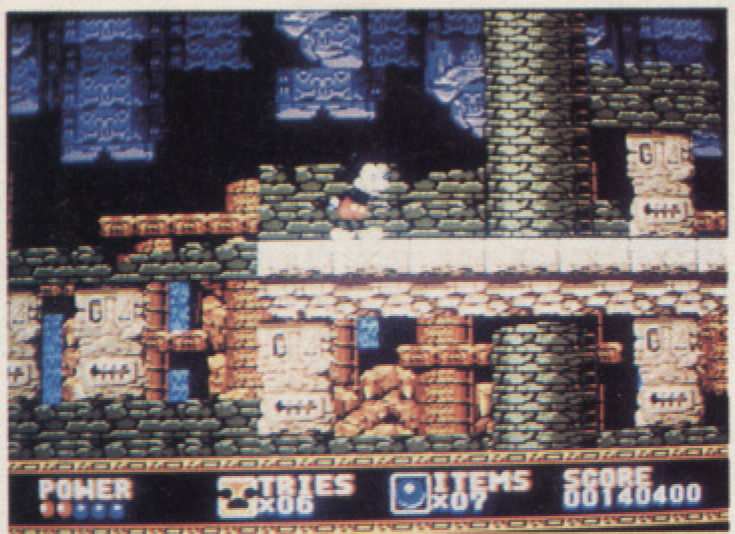






STAGE 3

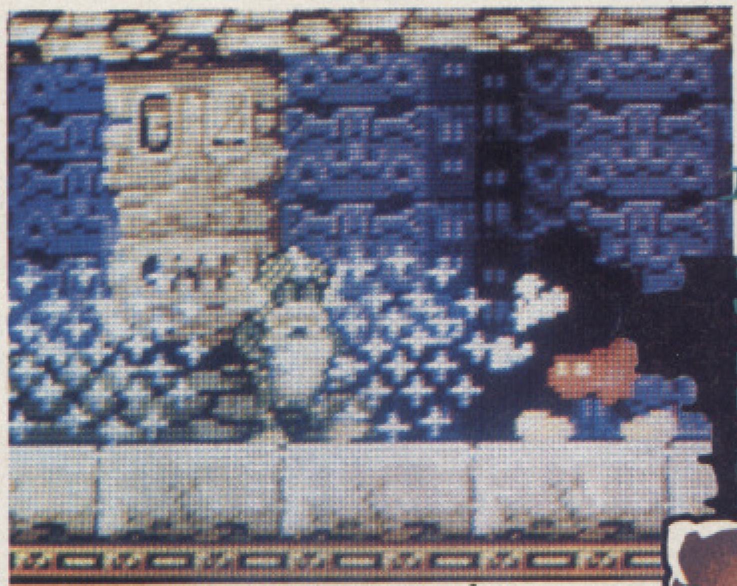
Run and swim through mountainous regions! Cross disintegrating bridges then plunge into raging rivers full of fish hungry for marinated mouse flash.



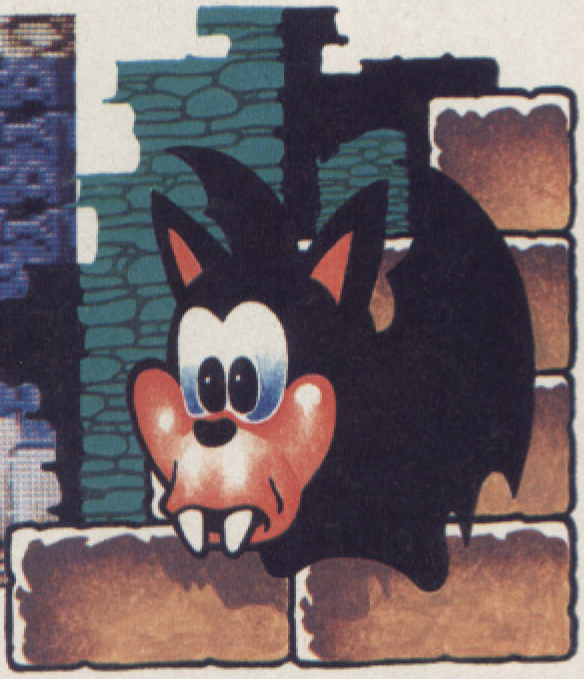
▲ *Mickey takes a breather before continuing.*







▲ *Our fave mouse zaps some frogs.*







ITEMITIS

Some objects are preferable to others. Here's a peek at the best three collectables - not to be missed during Mickey's travels!

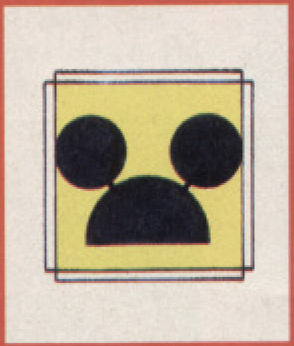


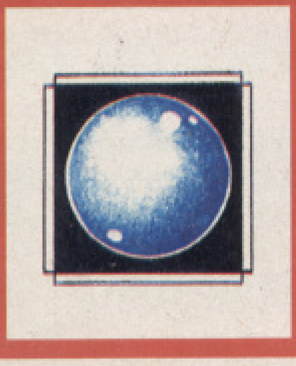
STAR

This replenishes one unit of the Mouse's energy, so grab as many as possible.

EARS

Get an extra life by picking up these lugholes. Obviously a great help to finish the game!



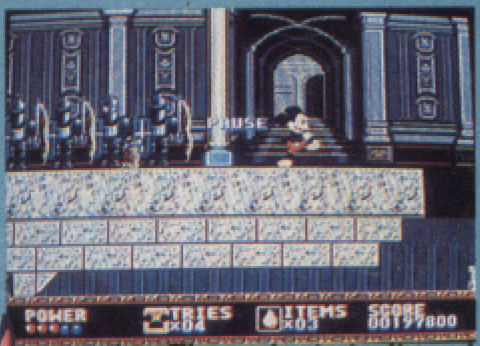


DIAMOND

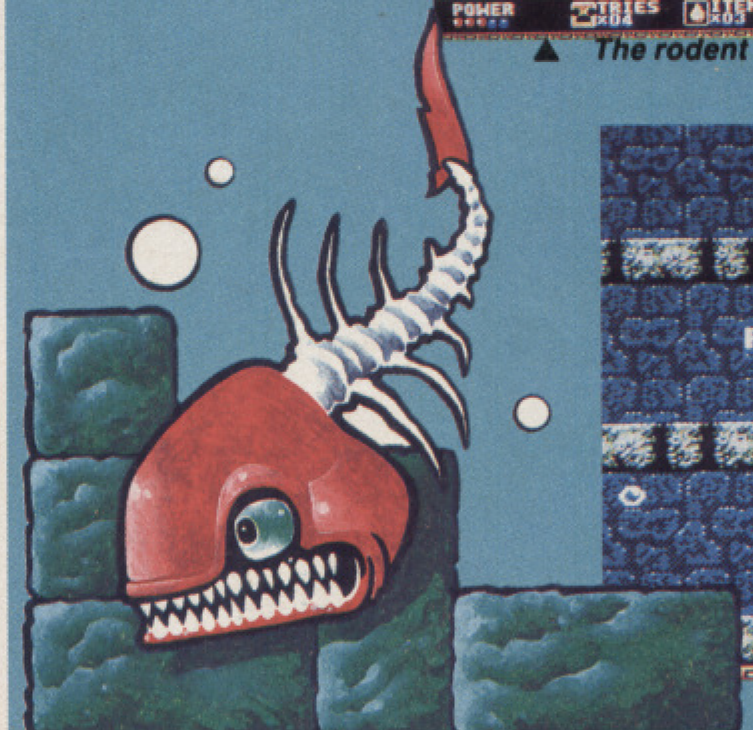
Gives our squeaky-voiced hero an object to hurl at his foes. Collect as many as possible!

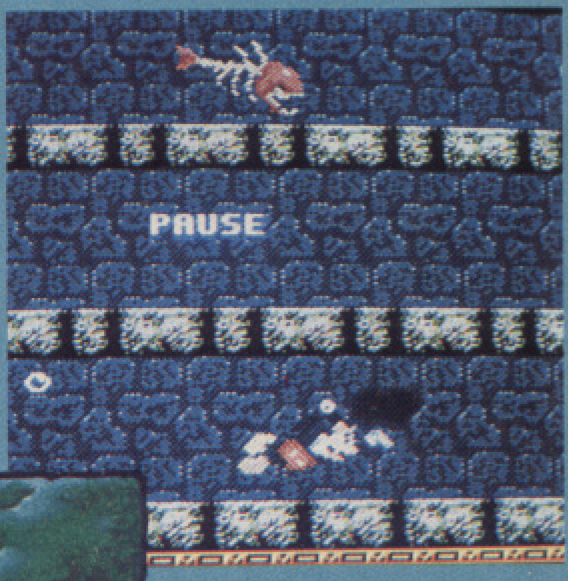
STAGE 5

Nasty knights in shining armour hassle our hero in this final stage. Mickey also has to watch out for devilish boulders which think nothing of rolling him into a flat rat!



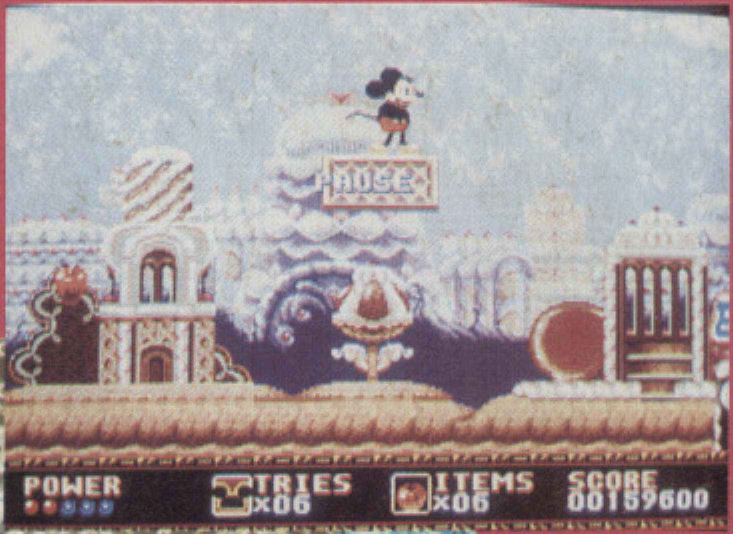
▲ *The rodent strolls on!*





STAGE 4

Hop around giant jam-jars and huge books, swing from the lamps, dodge the worms and take a dip with the sugar lumps in a nearby teacup!





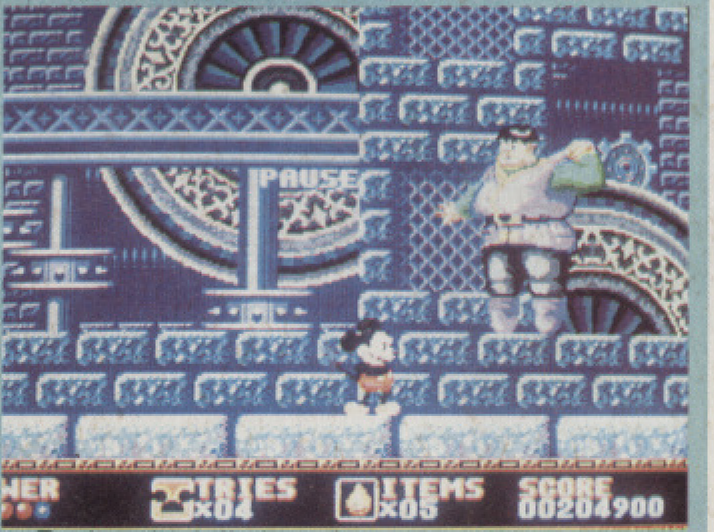








▲ *The laughing skulls provide a handy bridge for Mr Mouse.*



▲ *Facing the jolly jumping giant, Mickey remains calm.*

COMMENT



MATT

Disney produce quality - and magic - with whatever they do. This game is of a quality rarely seen: the programmers obviously took a great deal of care with this game. The backgrounds are phenomenal, with the best parallax scrolling yet seen on the Megadrive. The sprites are gorgeous too; Mickey himself is the best, with a range of facial expressions and poses that put other "cute" characters to shame. When Mickey's close to the edge of a platform, he sways and panics, but doesn't quite fall - just scaring seven hells out of the player! Of course what really makes this game special is the playability which is absolutely outstanding. We recommend games all the time, but Mickey is truly an excellent product, well worth £35.00.



BY: SEGA

PRICE: £34.99

RELEASE DATE: MARCH
GAME DIFFICULTY: EASY/MED
LIVES: 3
CONTINUES: 2
SKILL LEVELS: 3
RESPONSIVENESS: SUPER

1 PLAYERS

PRESENTATION 92%

The intro sequence describing Minnie's abduction is superb - as is the rest of the presentation.

GRAPHICS 97%

Large, clear sprites, hilarious images and stunning multi-level parallax scrolling - incredible!

SOUND 89%

The superb music fits the game perfectly, and the spot effects are great.

PLAYABILITY 96%

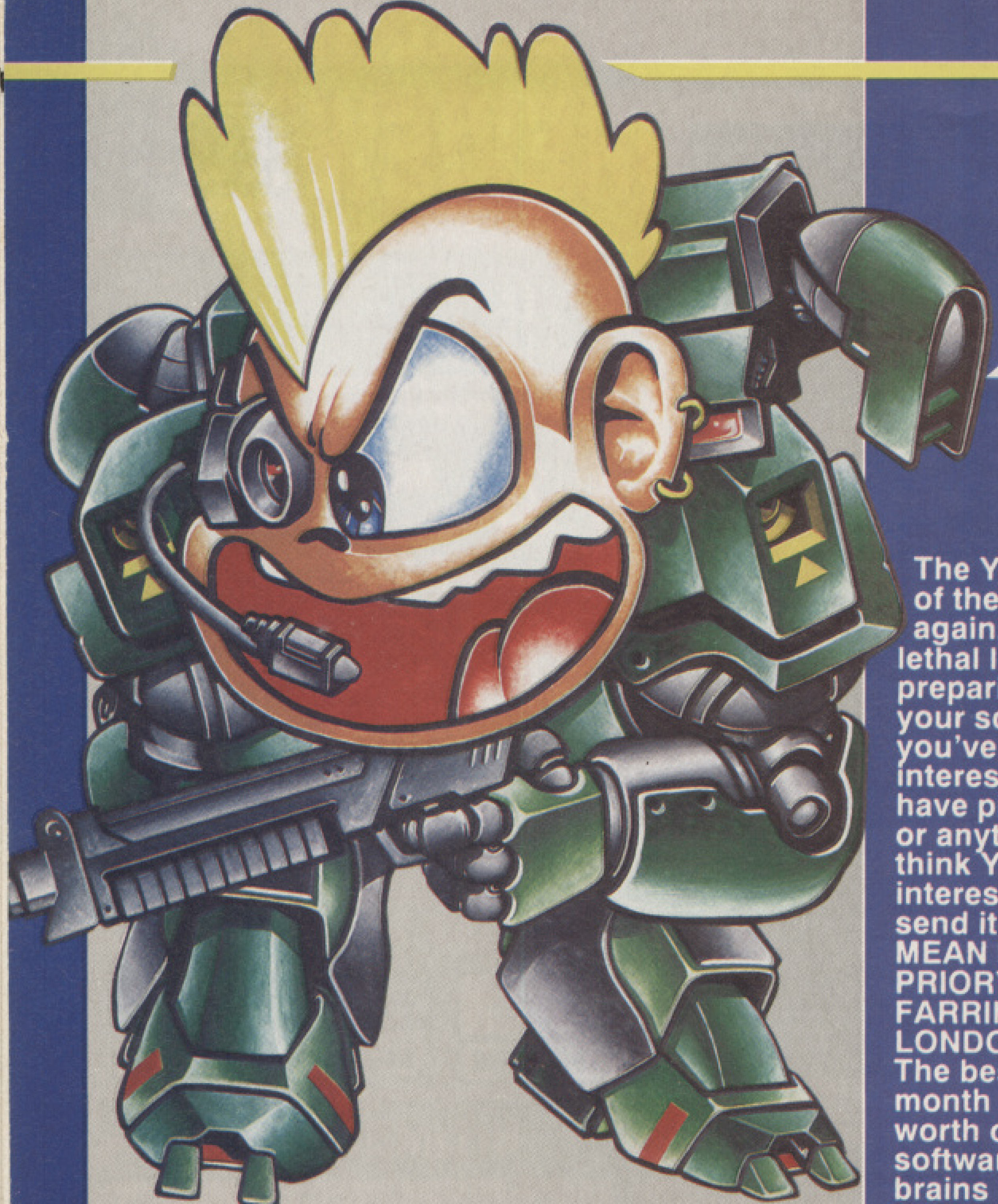
As with the Mario games, playability is paramount; the collision detection is perfect, and the game never annoys!

LASTABILITY 88%

The difficulty level helps to prolong the enjoyment, but is never too tough. And there are plenty of secrets to uncover.

OVERALL 95%

Easily the best platform game on the Megadrive - Mickey Mouse represents fun, fun, fun to the Nth degree.



WARNING! LETTER ZONE!!!

MEAN YOB!

The YOB, the scourge of the mailways is back again, brandishing his lethal letter opener and preparing to answer all your scribblings. If you've got something interesting to say, or have pictures, photos or anything that you think YOB will find interesting, why not send it to: MEAN YOB, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The best letter of the month gets £150.00 worth of console software - so get your brains in gear and get writing!

SEGA IN BONDAGE SHOCK

Mr YOB!

I'm holding my brother's Sega hostage. If you don't give me a Megadrive or a Gameboy I'll do something awful. Do you want to know what I'm going to do? No? Well, I'm going to tell you anyway. I'm going to strap the hostage down, then play one of my naff Spectrum games. It's a fate worse than death, isn't it? If you don't give me a Megadrive, or a Gameboy, or even STAR LETTER, I'll kidnap Gaz, Jaz and Matt and blow you up. Har, Har, Har.

Andrea van Eugen,
Bexhill-on-Sea, East Sussex

YOB: While your bondage antics certainly sound like fun, I never succumb to any sorts of threats or promises - even being blown to kingdom come.

GET YOUR DADS TO PLAY TOO!

Dear YOB,

I think your mag is BRILL. You know what you're talking about and this is why I'll always buy it. When you said your dad will absolutely love it, when Arnold Palmer's golf game came out for the Megadrive, you were right. When my dad saw it, he flipped - and then when he saw John Madden's Football, he truly cracked and now he's as mad as me about the Megadrive. (YIPPEE). Your mag has convinced my dad into buying me one for Christmas. (I bet he plays golf and football on it more than I'll play on it.) Thanks for this YOB. You are skill and your mag is brill (Hey, I'm a poet and I didn't know it).

By the way, can you do me a favour and tell SPUD not to buy the last MEAN MACHINES in the shop, like he did with issues 2 and 3. Thanks.

Thanks very much.

Tim Mayes, Raunds, Northants

YOB: Unfortunately, most parents seem to be very narrow minded when it comes to anything new - especially computers - and they simply won't accept that they could get any enjoyment from them. However, when they finally pluck up the courage to play, you can never get them off your machine! I'm glad you've got a Dad who's cool. Anyway, who the hell is SPUD? Second cousin of Mr Potato Head, perchance? If he buys the last issues of MEAN MACHINES, good luck to him - serves you right for being a lazy git and not getting down the newsagents before him

SPIN, SPIN, SPIN THE WHEEL OF JUSTICE

Dear YOB,
We belong to the Vic Reeves Appreciation Society and we hate Graham Lister!! We have also found that to counteract Les's fear of chives and Teddy Bears you have to boil a 2,000 Rolex and put it in a pair of brown and cream Y's (furry) and then swing them round your head. This counteracts Les's fear because the Ro-LOOK AT THE SIZE OF THAT SAUSAGE-lex makes Lemmings Jump on their head and eat a peanut butter sandwich.
The Man With The Stick, Kirkcaldy, Fife
PS Remember, always buy Reeves and Mortimar meat products.
YOB: You just had to mention the peanut butter sandwich, didn't you? You just had to come out with it, eh? You wouldn't let it lie. YOU WOULDN'T LET IT LIE!

REVIEW REQUEST

Dear YOB,
GET JAZ TO REVIEW DUCK TAILS ON THE GAMEBOY!!!. Can't he borrow a copy from a mail order company?
Matthew Watts, St Albans, Herts
YOB: Jaz says it's boring and there are better games to review.

HOW DO YOU MARK

Dear YOB,
Could you please tell me who does the working out of the percentages for the reviews, because they're mostly wrong.

In issue 2 (November), only one out of 21 of the percentages were correct. The rest were wrong. One example was Alleyway, a Gameboy review. You state that the average overall of 70+59+68+51+29=33%. In fact, it's 55 per cent to the nearest percentage. Please explain how you got the percentage shown.

Oh yeah, can you do a review on Ghouls and Ghosts, and E-Swat for the Megadrive?

Thank you.
Paul Woodhead, Hitchin, Herts
YOB: Woodhead just about sums up your brain power. The overall mark isn't an average of all the other ratings - it's a completely independent mark which tells you exactly how good or bad the game is. If we went on an average of all the other marks, it would be a bit rubbish, since if a game was completely brilliant in every respect but the sound and some poor presentation it would be marked down badly - and neither of those factors really affect the gameplay or potential enjoyment at all, and so an average mark would give an unfair overall rating. All the marks are completely independent of one another - get the message?

MAKE MY SEGA HARD

Dear MEAN YOB!
I own a Sega Master system and was wondering if HARD DRIVING will ever be out on it, as it's such a fabulous game.

And oh yeah, I almost forgot to congratulate you lot on inventing such a cool mag like this. If only there were more game reviews for us lot that own the Sega Master system. Still, can't complain, and keep up the excellent work... FOR EVER.
Ross Lindeck, Hove, East Sussex
YOB: This is a question for Q+A, but since Jaz has lent me his special kindness trousers for the day (I accidentally ruined my normal ones when I sat on Gary Harrod's lunch pack - it was full of sardine and banana sandwiches) I'll tell you. No. By the way, we cover every single Sega Master System game released - how can we cover more if they don't exist. Don't whinge at us - write to Sega and tell them to make more!

A DUMB FOOL WRITES

Yo, YOB!
I have Gary's crayons, so if you don't send me lots of Megadrive games, I'll break them in half, run over them in a steam-roller and put them through a paper-shredder, then feed them to my cat.
Mr X, Newtownards, County Down
YOB: Ha! They're not crayons you nincompoop, they're Gary's sticks of specially coloured ear wax. He wondered where they'd gone - we had finally persuaded him to throw them away, and were waiting for special gloves so that he could touch them without fear of contamination. But now you've done us a favour by getting rid of them for us. If you've touched them, I'm afraid you're contaminated and your joystick will whither away. But who cares, eh?

JUST TWO MISTAKES

Dear YOB,
I'm a confused Nintendo owner and would like to ask you a question. Why is it than in every month's magazine you put a Sega cartridge icon on a Nintendo review?

For instance: in Issue 1 (page 53), on the review of Super Mario 2; in Issue 2 on The Spy Versus Spy review; and in Issue 3 on the Batman review.

I look forward to receiving your reply.

I missed the first ever issue (no 0) of MEAN MACHINES. Would it be possible to obtain this, either from yourselves, or from one of your outlets. If so, please inform me of the procedure.

Yours Hopefully,
P Warren (Mr), Portslade, Brighton
YOB: Do the initials after your name stand for mentally retarded, or what? Ever heard of mistakes? Issue O of MEAN MACHINES is so-o-o rare that the current asking price is £50.00. If you're interested, write to me...

OUR NUMBER ONE FAN

Greetings YOB!
Having read in C+VG that a console magazine was out under the name of MEAN MACHINES, I rushed to my nearest shop and parted with my hard earned cash.

This was probably the best thing I ever did. Having just bought an official Sega Megadrive, MEAN MACHINES proved essential, keeping me up to date with all the latest news, reviews and previews.

The game reviews are fantastic, full of colour screenshots - and I'm talkin' glorious technicolour - and the shots of strider nearly made me faint, gibber!!!

The idea of having two people reviewing the games is also a plus, as it reduces chances of bias, giving the reader a broader view.

Each review's comprehensive summary at the end enables you to see a breakdown of the game at a glance.

What with the news section, hints and tips, and the wonderful Hotline compos, you'd have to be a spliffed out armadillo with no friends not to buy it!!

The only problem with MEAN MACHINES is reaching the last page and realising you've got to wait another month for another ish.

Ah well, it's a cruel world.
Andrew Copson, Nuneaton, Warwickshire
YOB: Well, that's what it's all about.

ALCOHOLIC GOLDEN AXE

Dear MEAN YOB,
I have found out something terrible about Golden Axe - the people who created it are drunks.

Here is my evidence; after I completed it the cast came up. The cast included:
SGT MALT and SGT HOP
Some likely ingredients eh! But there was more:
LT BITTER, COL BITTER, GEN BITTER
You know what bitter is, don't you? Still more:
GEN HEARTLAND
Heartland is an alcoholic drink.

So there it is - the secret let loose.
Scott MacKay, Inverness, Scotland
YOB: Well, I suppose it had to take a Scot to spot the drink references...

Q+A



I can't believe how many questions I had this month. There were plenty of interesting ones, the best of which are printed here, but there were also about a million totally crap ones, such as "what games are coming out on the Megadrive, and which of them I should buy". If your questions aren't reasonable - after all, how am I supposed to recommend a game that hasn't even been seen yet - they won't be printed. So if you do have some questions, make sure they're answerable!
And the address to write to is: JAZZA "THE FLAMIN' ORACLE", Q+A, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

WHAT'S THIS PANTHER THING?

Dear Jaz,
Whilst talking to my buddies about getting a Megadrive, one of them told me to wait for the new Atari Console. "What new Atari Console?" I thought to myself. Is it possible that the Mean Machines crew has been hiding a secret? It's said to have graphics and sound that outdo even the Neo-Geo and Super Famicom. And, according to my source of info, it has a pallet of - wait for it - 16,000,000 colours. He also told me it's expected to cost about 200 and will be released around August. Is this one great big porky of a lie, or is this such a hot machine?
Matt Milne, Haselmere, Surrey

JAZ: Everything about the Panther is rumour - an early prototype of the machine was only recently secretly shown to potential developers. The machine is reputed to have powerful capabilities, but I don't think it'll be - wait for it - quite as good as your so-called buddy thinks it is. If you want to hang around for ages to see what it's like, do so by all means. But why bother when you already know what the Megadrive is like, and that it's already got a load of great games available for it?

NINTENDO US FOOTBALL

Dear Jaz,
Could you tell me if there are any American Football games on the Nintendo and if so, are they any good?
Alan Bates, Hampshire
JAZ: There's only one game, and that's Ten-Yard Fight. It's a conversion of the ancient Irem arcade game, and while it's pretty good fun, it's more of an arcade game than a sports simulation and is very primitive compared with games on both Sega machines.

ZZZZZZZZ

Yo, Jaz my man
I've just read the absolutely brilliant December edition of Mean Machines monthly, but unfortunately I've been asleep for the past three months, so I missed numbers one and two. Can you therefore answer these questions?

1. Can I order previous editions of Mean Machines?
2. If so, where from and for how much?
3. Are you going to review Shadow Dance and Fatman in a future edition of Mean Machines?
4. Can you have two people playing ESWAT or Moonwalker at the same time?
5. Are there any plans to release Don Doko Don, Final Fight, Bubble Bobble or Splatter House on the Megadrive?
6. Last, but not least, if you had Altered Beast and Golden Axe on the Megadrive, but you liked playing games with your brother, what other two-player game would you buy?

Michael Slattery, Great Barr, Birmingham
JAZ: Back issues cost £2.75 each and can be got by writing to: BACK ISSUES, MEAN MACHINES, PRIORY COURT,

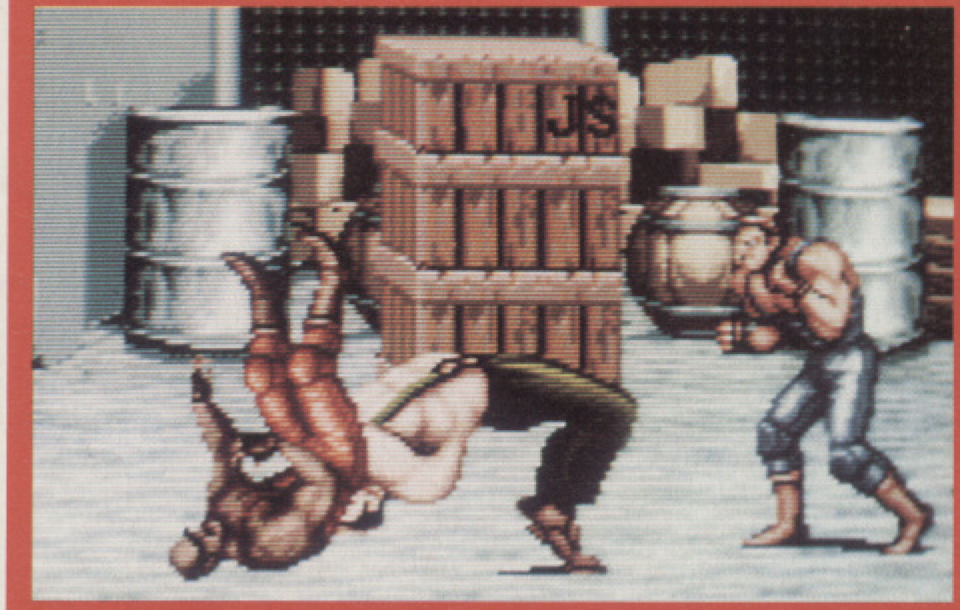
OH YEAH?

Dear Jaz,
I'm getting a Nintendo Super Famicom and there are a few things I'd like to know.

1. When the Super Famicom is launched in Britain, will the British games work on the Japanese machine?
2. Are the games Super Mario Bros 4 and Super Mario Land the same thing?
3. What will the games cost?
4. Is the Final Fight a two-player game?
5. Do you get two console pads with the Famicom?

Thanks.
Jonathon Dunning, Shrewsbury, Shropshire

JAZ: There are no plans to launch the Super Famicom in Britain as yet - Nintendo don't need to yet 'cos their 8-bit machine is already doing very well. Maybe next year? And I doubt whether the Japanese games will be compatible with it when it's released, because Nintendo don't do things that way. Super Mario Bros 4 and Super Mario Land are the same thing. The full name of the game is Super Mario Land: Super Mario Bros 4. Games? Use your initiative and check the ads. Sadly, Final Fight is not a two-player game. But console yourself with the fact that you get two control pads with the machine.



30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The answer to questions three, four and five is no, no and no. And finally, John Madden's Football is the finest two-player entertainment you can get on the Megadrive.

TWO QUICKIES

Dear Jaz,
Could you please answer the following questions, if possible.

1. If you want to link up on the Gameboy to play two player games, do both players need a copy of the game?

2. Do you know when - or if - the following games will be released on the Megadrive: Alien Syndrome, Pang and Bubble Bobble.

Cheers very much.
Jimmy the Reptile, Strange World

JAZ: Well, you slimy ole' lizard, you do need two copies of a game if you're playing simultaneously on the Gameboy otherwise it won't work. Super Bubble Bobble might appear one day, but the other two are very unlikely candidates for Megadrive release.

CAN I KNACKER MY TELLY?

Dear Jazza,
A debate's been going on for some time about computers and games consoles ruining a colour television set. Is this true? Will using my Nintendo knacker up our television? (And if so, why?).

Also, in Japan, has Nintendo made a version of Super Mario Brothers 4 for the Nintendo, as well as the Super Famicom, or do you suspect that they're just going to slowly phase out making games for the Nintendo.

Thanks for your time.
Alan Clarke, Far Cotton, Northampton

JAZ: Once upon a time, when video games were new and crappy (and we're talking the really old Pong-type games), they used to knacker tellies if they were used constantly. The signal from these machines was very strong, the games were displayed in black and white (and I mean black and white, not shades of grey) and the screens were always static, so that prolonged use would "burn in" an image onto the TV screen. So even after you'd switched the games machine off and were watching normal programmes, you'd see a "shadow" of the border and outlines of the screen. However, these days technology has advanced and there's no risk of ruining your screen. So don't worry about it. Super Mario 4 is on the Super Famicom only. So now you know.

COMPATIBILITY WORRIES

Dear Jaz,
I'm getting a Gameboy for Christmas, so by the time you read this, hopefully, I'll already have it. I was wondering if the official Gameboy is compatible with software from Japan and America.
Matthew Watts, St Albans, Herts.

JAZ: Yep.

WHATEVER HAPPENED TO ROB?

Dear Jazza,
Please can you tell me whatever happened to ROB the Robot and Gyromite for the Nintendo. I've tried everywhere to get them but they're always gone. Can you tell me if they're still in stock, and where can I buy them separately?
Stuart Downie, Nairn, Scotland.

JAZ: Due to the fact that there were very few games made for ROB, he's been dropped in Japan, America and in the UK. A shame really, because he was quite a neat little machine.

CATCH THIS

Dear Jaz,
I'm writing to ask you these Megadrive questions.

1. When will the modem be out for the official Megadrive and won't it cost a lot to play a game over the phone (particularly the long-winded ones), or is the price of a call specially reduced?

2 When you reviewed the Super Famicom in the Console Book 4, you said it was the most impressive console yet. Does this mean that it's cheaper and BETTER than the Megadrive?

3. When are Shadow Warriors and Strider coming out for the Megadrive (Officially). Also, is California Games going to come out for it?
Robin Peters, Billinge, Nr Liverpool

JAZ: I don't think that the Megadrive Modem will be ever launched in this country. It's a nice idea and all that, but it works out very expensive because you pay normal phone call charges! You must have read what we've said about the Super Famicom. It IS better than the Megadrive, and everything else for that matter. Strider's already officially out. Shadow Warriors is looking doubtful at the moment, but California Games is a strong possibility - keep watching the news.



TIPS

GAME BOY

GODZILLA
To obtain the Sound Test all you have to do is hold down all the buttons (a reset in other words). If this is done twice in a game you'll be on the sound test screen. Left and right select the sounds and button B plays. David Millard of Gloucester was the wonderful person who supplied this hint.

SUPER MARIO LAND
This cheat is a bit of an odd one - you have to have completed the game! When (and if) this is done, wait until THE END is displayed on screen. Then press start ,and Mario's head should appear instead of the usual mushroom. Complete the game in this more difficult mode, then upon reaching the title screen again there will be a level select. Simply press A or B to choose a level. Ta to Peregrine Lobb of South Ruislip for that.

GARGOYLE'S QUEST
Anonymous from Warley, West Midlands, has sent in codes for this great game. They are as follows:

REALM 1: F98X - IK6A
REALM 2: GQOC - YHT8

REALM 3: 4TRH - YEXE

REALM 4: BTGL - RUDH

REALM 5: TEHW - AZGL

REALM 6: CINZ - 4DRW

REALM 7: 04UZ - LWG7

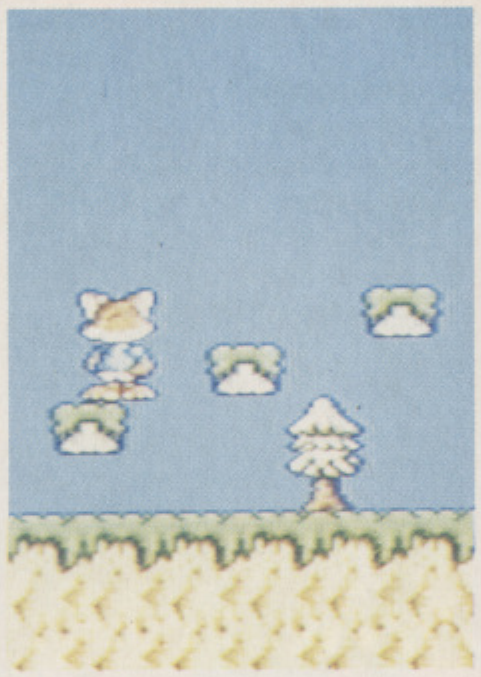
REALM 8: EEWY - LNAT

The first realm can be started with buster magic, fingernail and gremlin stick by entering:

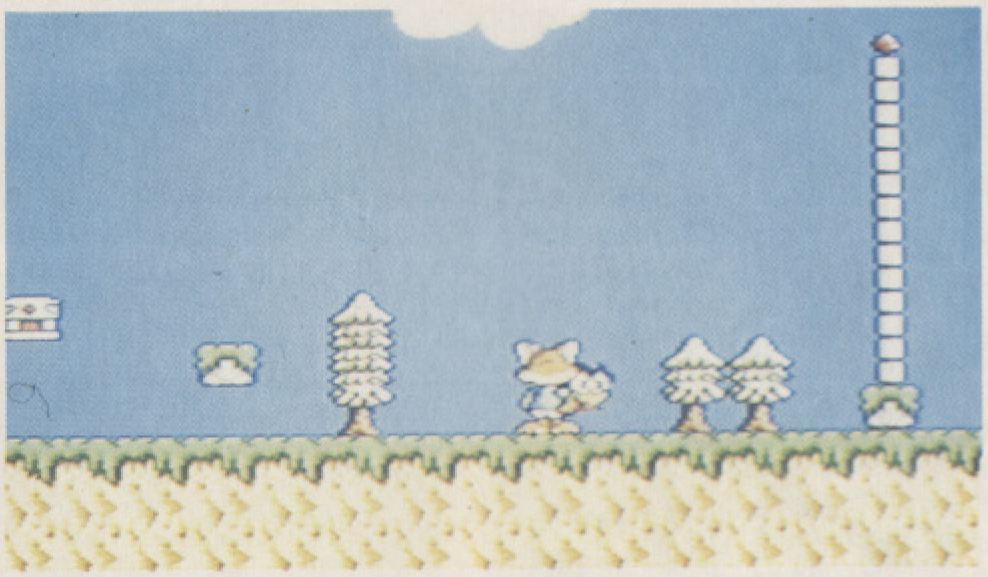
BMFD - HQT6.

MASTER SYSTEM

ALTERED BEAST
When the words "Sega Master System" appear, circle the directional pad and repeatedly press button 1. You should now have five lives instead of three. Supplied by Michael Long of St Helens, Merseyside.

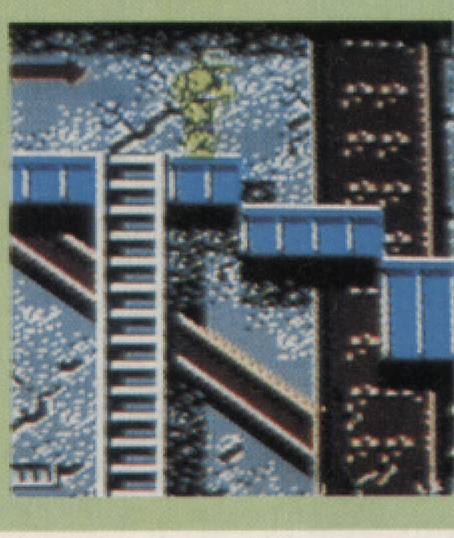


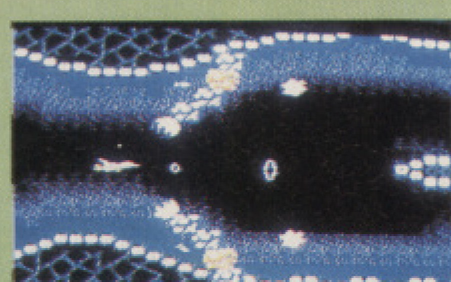
PSYCHO FOX
At the top of the tower of spring boards is a warp. Choose a tube and as you descend you appear on a certain level! Supplied by Gavin and Shay of Dungiven N Ireland.



NINTENDO

TURTLES
To beat the huge turtle at the end of the game, be sure to have the scroll weapon from level three. Hit him once, jump over him to the ledge near Splinter, then hit him again and keep firing until he dies. You don't need to take any damage at all! Thanks to Gavin and Shay, Dungiven N Ireland.





LIFE FORCE
Near the end of level one, just before the Big Brain,there are two cell walls. If you shoot your way through the second one right at the top, you'll be awarded with an extra life! P Tweedle of Liverpool supplied that handy hint.

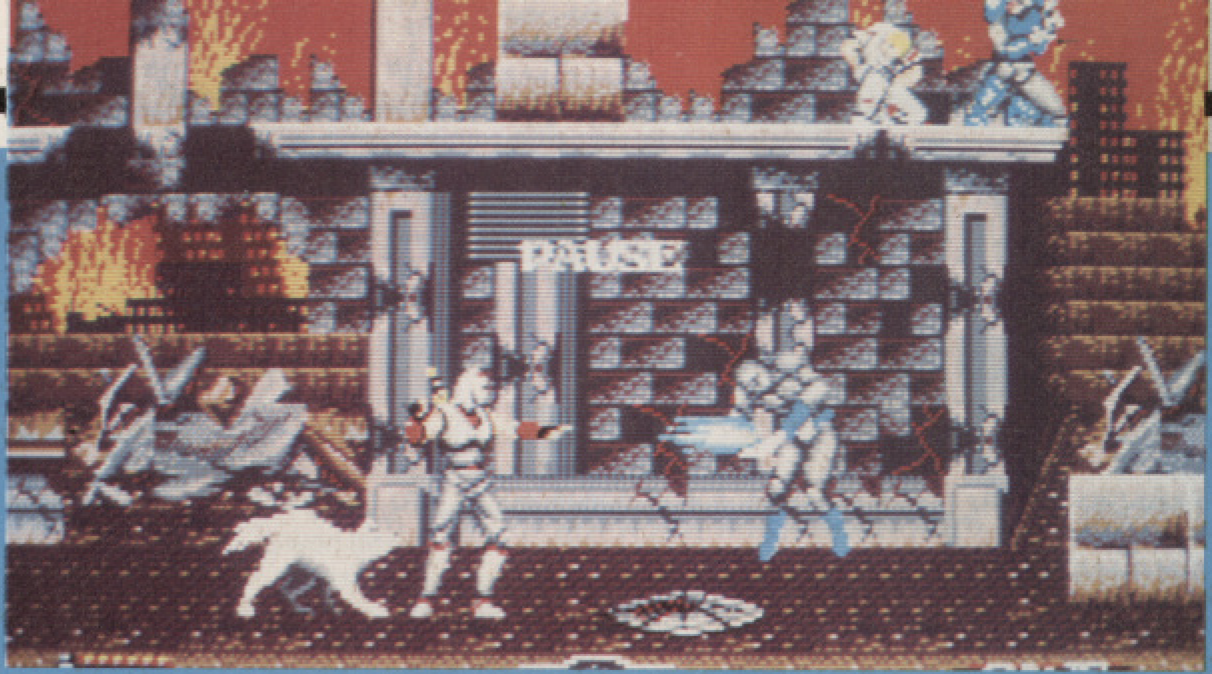


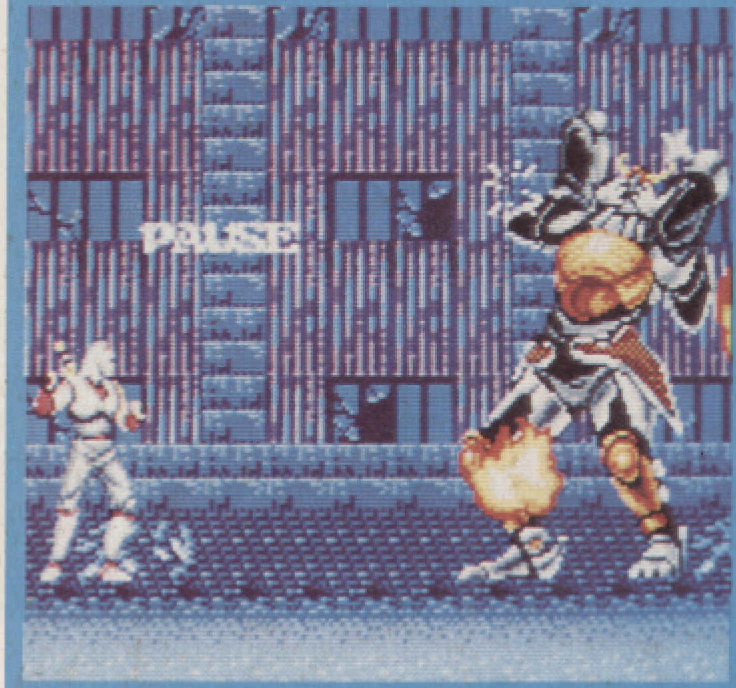


It's tips city this month! We've got special Final Fight cartoon tips, drawn by our own hero in a cardboard box, Gary Harrod. There's a fabulous Indiana Jones and the Last Crusade map to help you through the game, and we've also got a load of stunning mini-tips and also a well-packed Helpline. If you've got anything good in the way of tips, cheats, maps or whatever, send them in to: MEAN MACHINES TIPS, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Don't forget, there's £150.00 worth of software on offer for the best tips of the month - so get writing!

SHADOW DANCER

On the bonus stage of this slash 'em up, avoid killing any of the enemy ninjas, and at the end of the stage you'll be awarded with an extra life. Thanks to David Jeffery of Rochester, Kent, for that helpful tipette.







JOHN MADDEN'S FOOTBALL

Stuart Hitchcock of Dartford, Kent has sent in some codes for this greatest of Megadrive sport games. He feels that Cincinnati is the best all-round team, and Gary Harrod agrees in his endearing, tramp-loving way. Anyway, here are the playoff passwords:

0076310 (SEMI-FINAL)
New York vs Washington
Denver vs Houston

0476314 (FINAL)
New York vs Houston

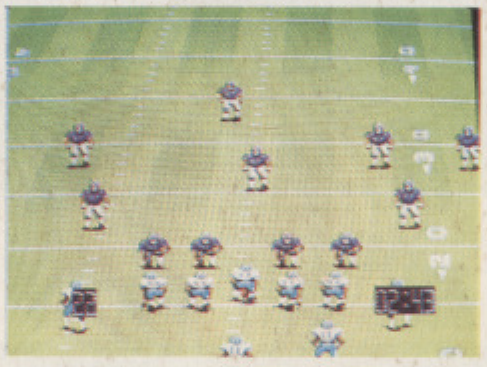
0633253 (FINAL)
Minnesota vs Pittsburgh

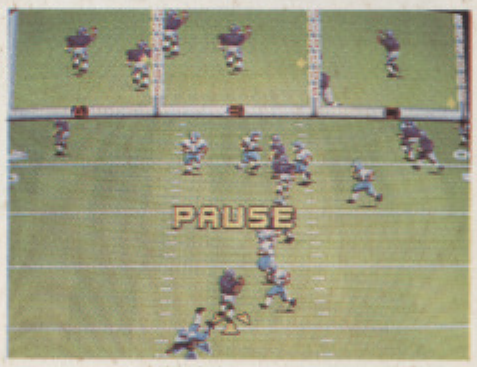
1111111 (SEMI-FINAL)
San Francisco vs Chicago
Minnesota vs Cincinnati

3333333 (SEMI-FINAL)
Philadelphia vs Chicago
Denver vs Buffalo

0631573 (FINAL)
Philadelphia vs Buffalo

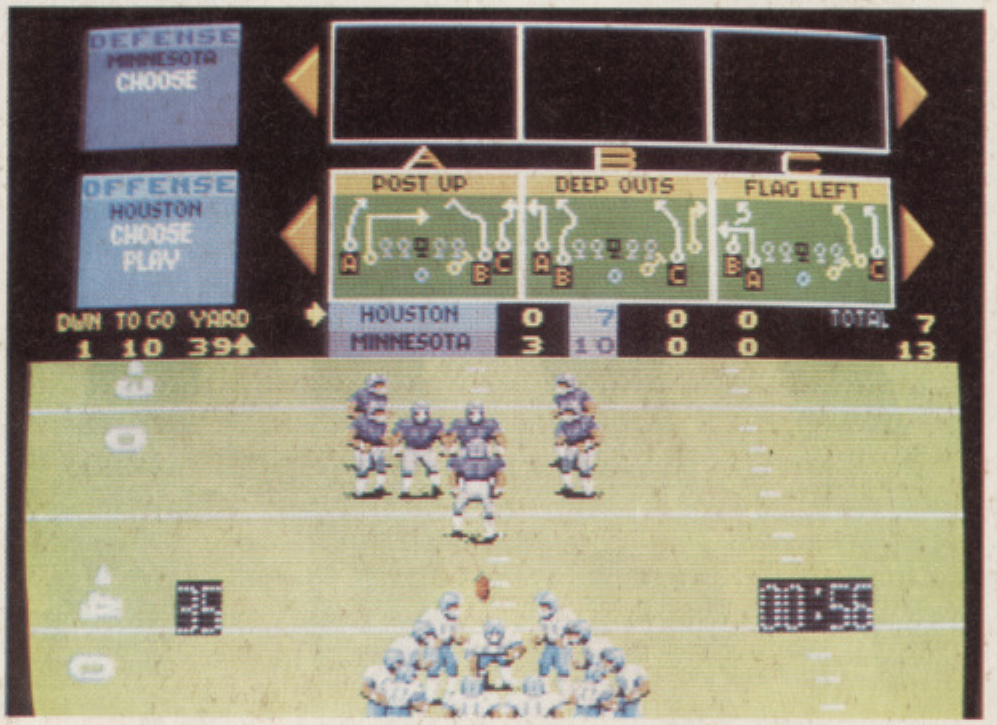
0673125 (FINAL)
San Francisco vs Kansas City

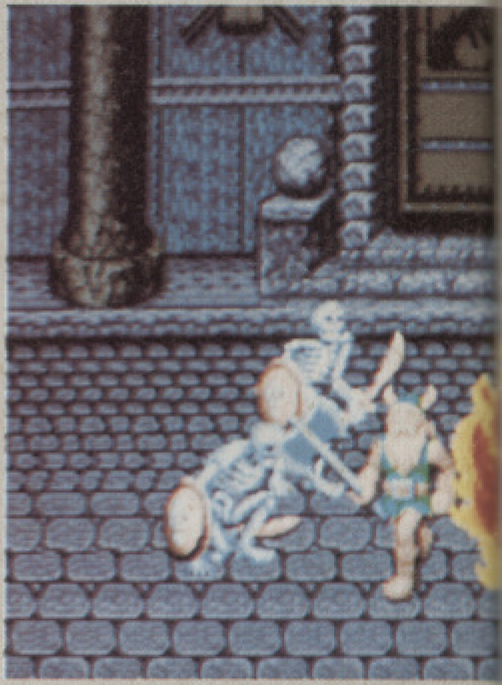




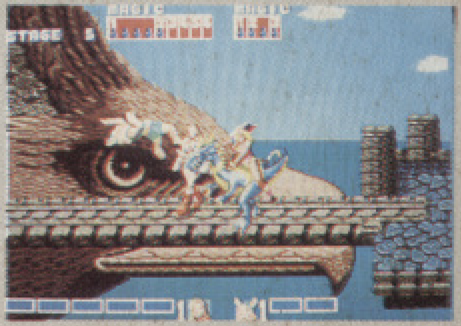












SUPER MONACO GP

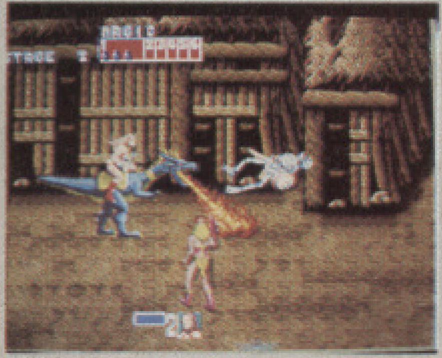
Matthew Baker of Romford has sent in a password that allows you to join Maddona's team for the races:

**OQG3 NBCG E1OO
OOOO O8OH OOHC
2435 E689 7ABD FG9O
OOOO OOO1 OOOO
OOOO A2OO 19CO.**

GOLDEN AXE

It's possible to begin this fine beat 'em up with nine continues - that's 30 lives in total! Simply select a one-player game, choose arcade mode, then press and hold the bottom-left corner of the control pad, making the warriors spin continuously. Next press A and C simultaneously; then let go of everything and press start. This one definitely works, and many thanks to M Siy of Holloway, London for this great cheat.





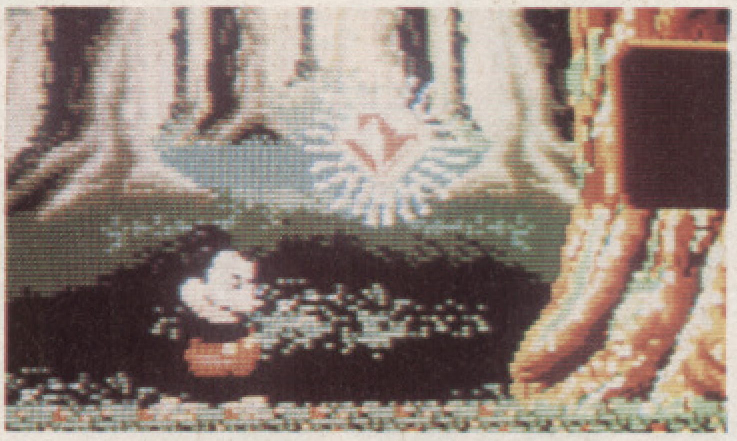


MICKEY MOUSE

Stephen Guy of Leeds has sent in his tips on how to defeat the end of level baddies in this brilliant platform game. Here goes:

LEVEL ONE

Stay at the bottom left-hand side of the screen, and when the log comes, jump up and over it. The log will then hit the tree and some acorns will fall. Avoid these and either fire at or jump on the log. Repeat this and you'll eventually kill the wooden wonder.



LEVEL TWO

Having plenty of balls is an advantage for this task, so collect as many as possible on the previous level. Duck when the clown's arm's are extended, then leap up and fire a ball at its head after the springs have landed. If you run out of apples, use the springs t leap on the clown's head.



LEVEL THREE

Use balls to kill the gremlins. When the skull statue moves up, position Mickey about three quarters of the way across the screen. Little creatures jump down from the top of the statue and bounce around. Just throw a ball at each one and get rid of them all to finish the screen. It's ever so easy, so you shouldn't have too many problems.

LEVEL FOUR

To kill the Pete's Dragon lookalike, stay on the middle platform, as this is the safest one to operate from. When the dragon appears, lob a ball at its head. If you run out of balls, leap high into the air, go into bottom bomb mode and land on its head. It takes a bit of practice doing it this way, but it's possible to kill it using this method.

LEVEL FIVE

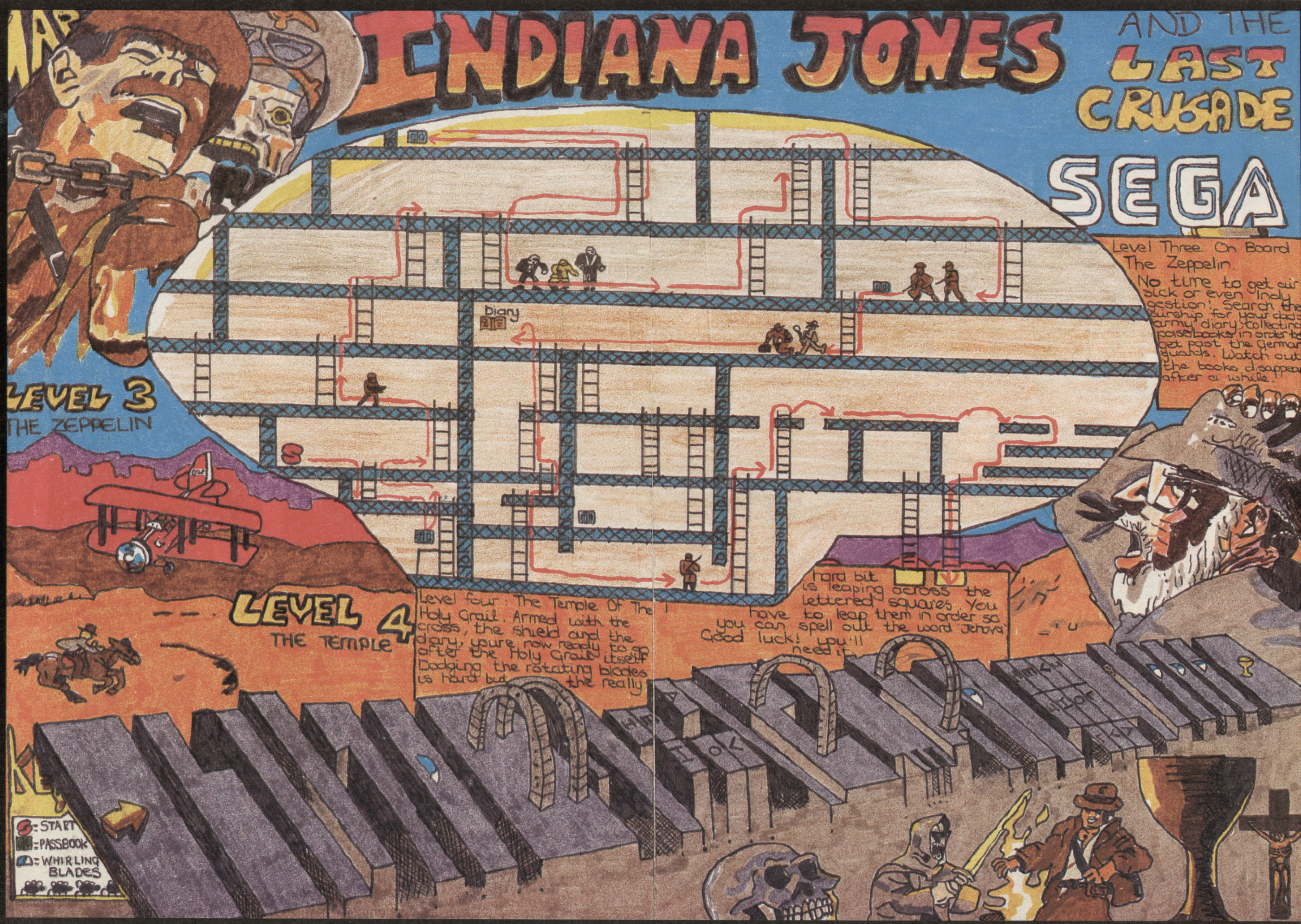
Killing this man isn't easy. Walk up to him and get your finger ready on the jump button. When he grits his teeth you can either jump away from him and throw a candle at him, or jump towards him and bottom bomb his head. He turns redder and redder each time you hit him, and when he's bright red, one more bottom bomb will kill him.

LAST LEVEL

The evil witch Miserabel herself! When all the ghouls have been fired at you, go to the top right hand and wait on the left hand side of the platform. Wait for the witch to appear below you and dodge the ghouls she fires at you, then quickly bottom bomb her head. If she appears on the right of the screen, jump to the bottom left hand corner of the screen and return to your previous position as soon as the ghouls have been




INDIANA JONES and the LAST CRUSADE
KEY TO LEVEL 1
S: START
Enemy
Torch
Ropes
Whip
Barrel
Cross of Coronado
Level 1 Caves Of Colorado
Make your way through the cave system fending off Nazi guards and picking up whips and torches, till you find the cross of Coronado. Then make your escape at the top of the circus train...
LEVEL 2
Castle Grunwald
Level 2 Castle Grunwald
Descend down the levels of the castle dungeon, get the shield and then make your escape by climbing up the castle walls. Beware the energy zapping lightning!
KEY TO LEVEL TWO
START
STONE PILLARS
ROPES
TORCH
Ladder Structure
Shield



THIS BRILLIANT MAP WAS SENT IN BY GARY MARR OF PARSON CROSS, SHEFFIELD. CHEERS GARY - LET'S HAVE ANOTHER ONE PLEASE!

FAMICOM TIPS

If you were lucky enough to get a Famicom for Christmas, you may well be getting a bit of street hassle from this fab-you-lus arcade conversion. And so were we. For a while... Luckily, your old mates at Mean Machines were quick to sort out those end-of-level muthas, and with the aid of Gaz's paintbrush we present the Final Fight Guide To Kickin' Butt...





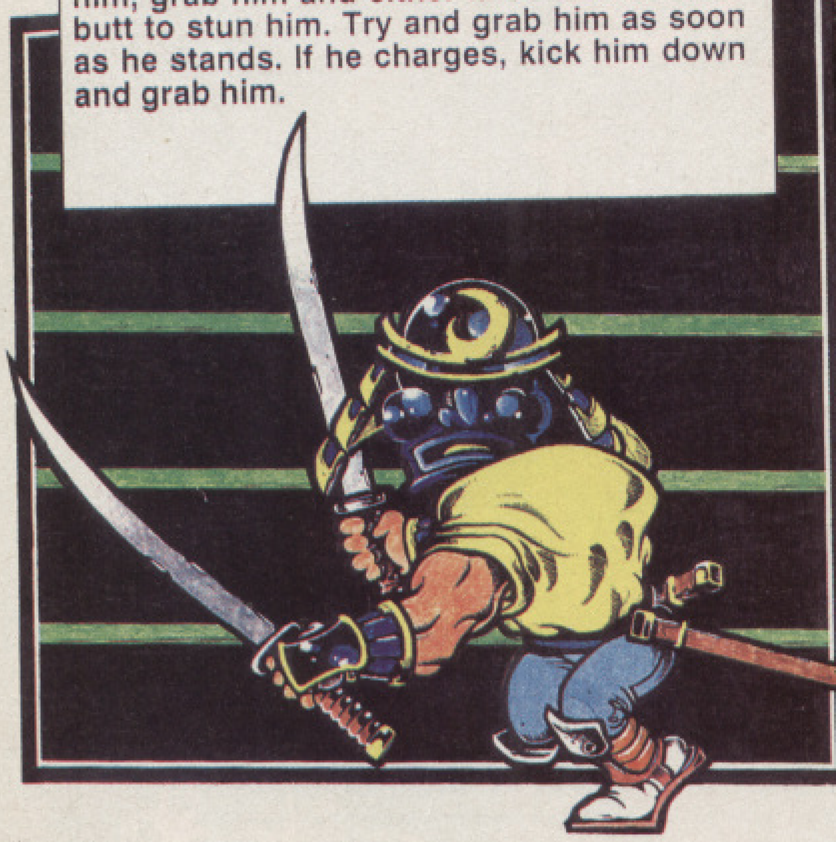
When DAMND appears, drain his energy with knee kicks or head butts. While Damnd is sitting on the wall, attack the smaller thugs, but be prepared to dodge him when he does his flying kicks.

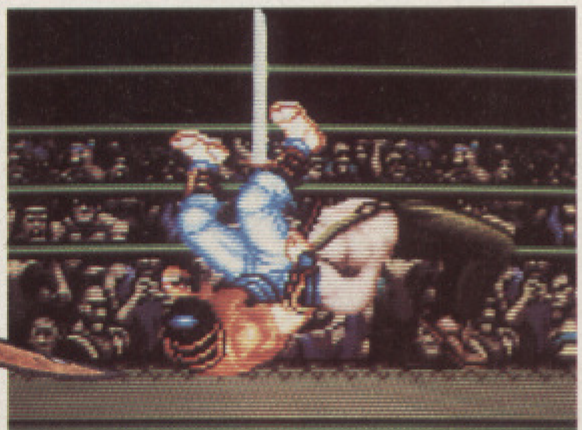


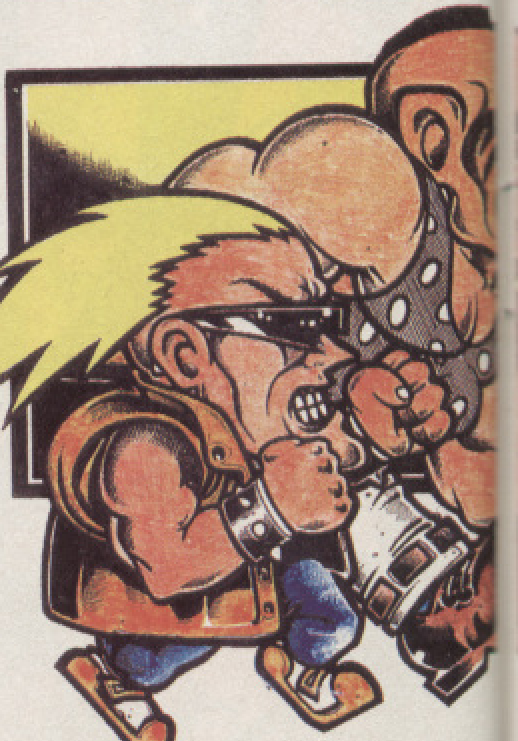




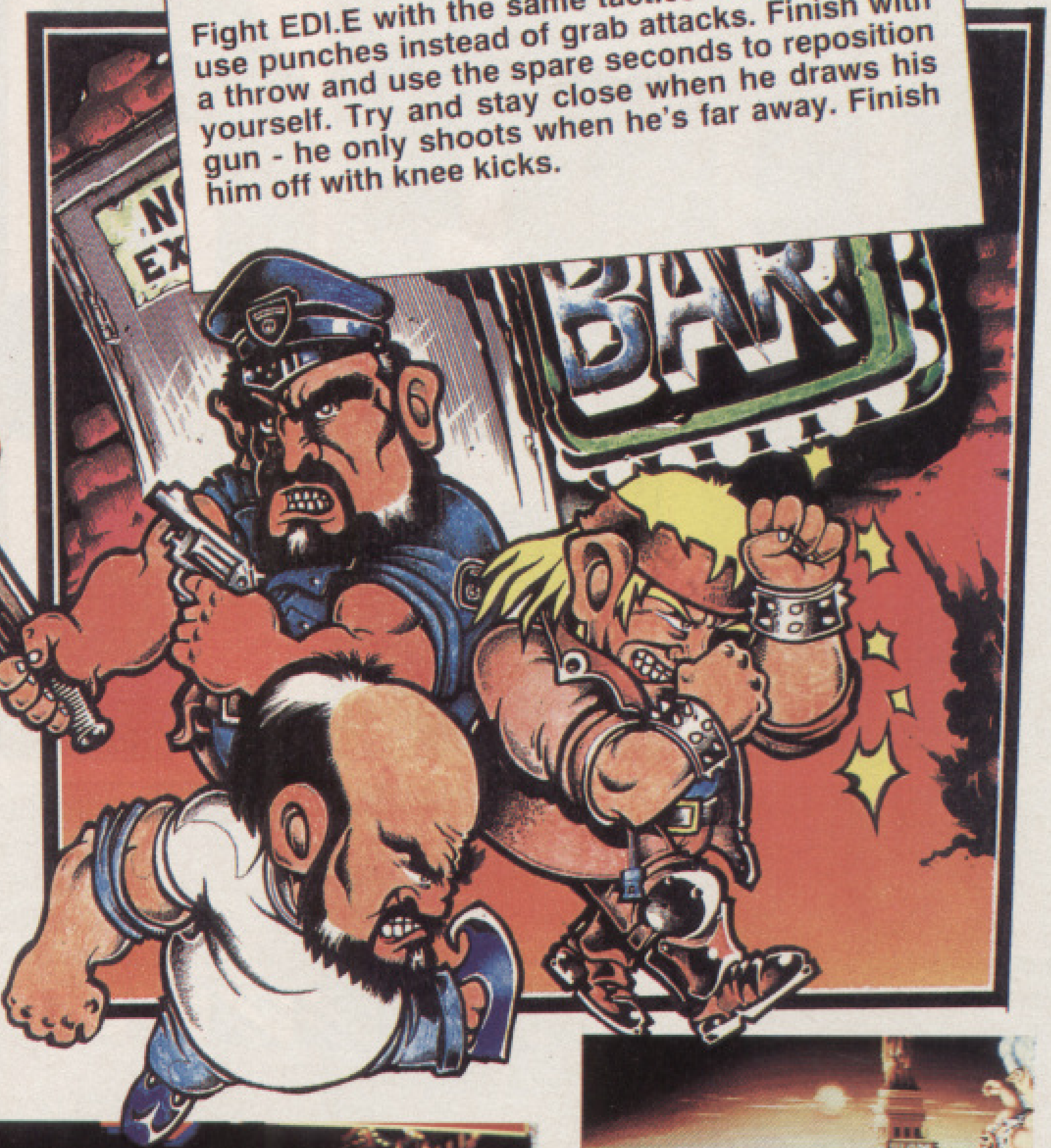
Never get in front of SODOM when he's armed with swords. Move above or below him, grab him and either knee kick or head butt to stun him. Try and grab him as soon as he stands. If he charges, kick him down and grab him.











Fight EDI.E with the same tactics as Sodom, but use punches instead of grab attacks. Finish with a throw and use the spare seconds to reposition yourself. Try and stay close when he draws his gun - he only shoots when he's far away. Finish him off with knee kicks.

BIG BONUS BADDIE BASHING

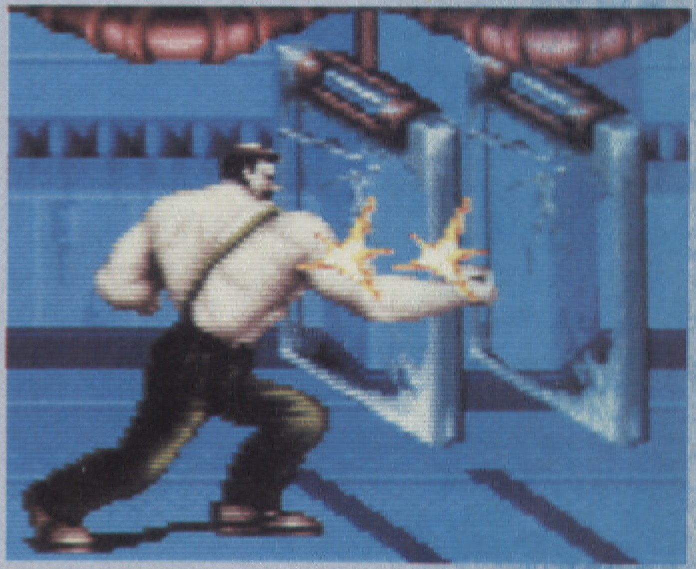
Earn some extra points with these skill bonus stage tips!

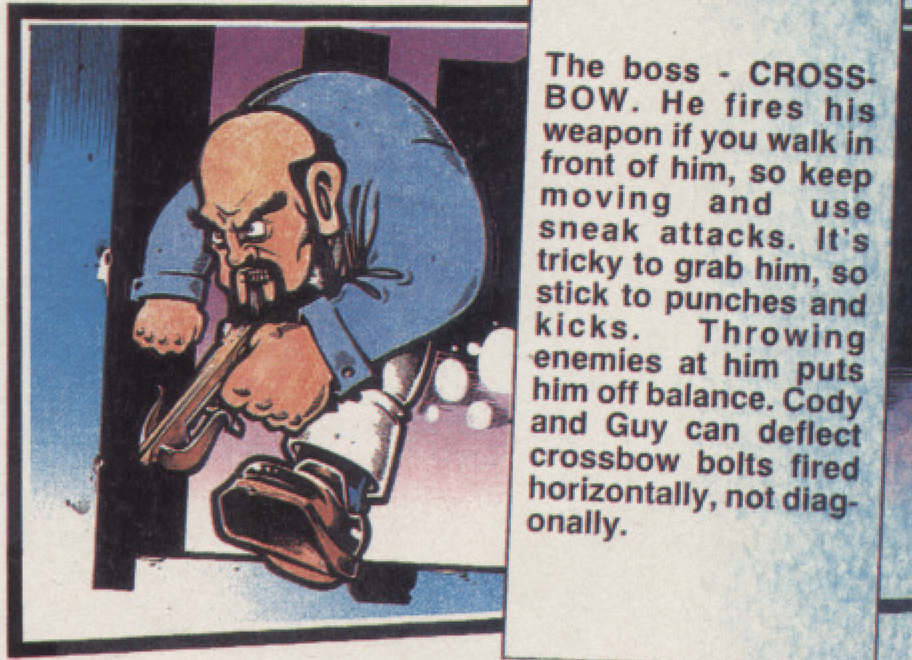
At the end of Level Two you come across a rather nice car - but it belongs to one of the villains, so what else is there to do but to smash it to bits! Grab an iron bar and do as much damage as possible before time runs out for big points!

Equally violent is the bonus round which appears at the end of level four. Set in a glass factory, you have to march between the panes, hitting the centre of each one to smash it. If you miss the centre the glass only cracks, and if your fist touches the edge of the pane it spins round and hits you!

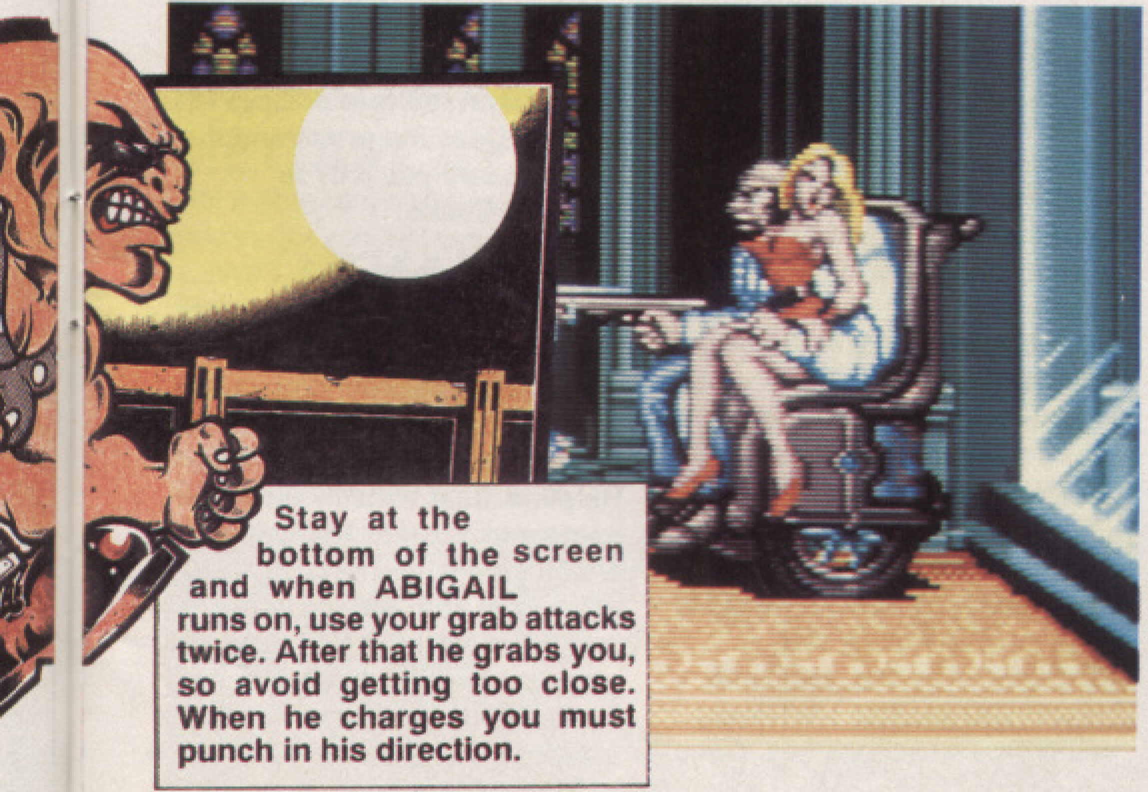








The boss - CROSSBOW. He fires his weapon if you walk in front of him, so keep moving and use sneak attacks. It's tricky to grab him, so stick to punches and kicks. Throwing enemies at him puts him off balance. Cody and Guy can deflect crossbow bolts fired horizontally, not diagonally.



Stay at the bottom of the screen and when ABIGAIL runs on, use your grab attacks twice. After that he grabs you, so avoid getting too close. When he charges you must punch in his direction.





TIPS HE

USER FRIENDLY

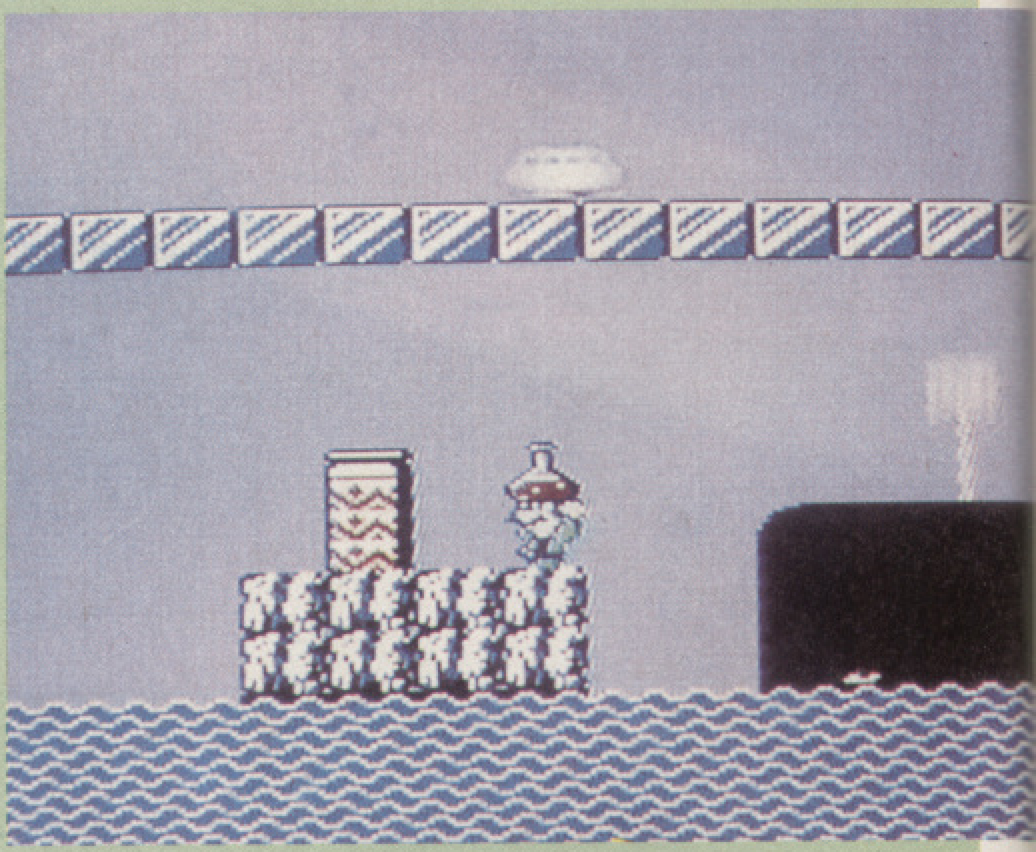
Can't find that vital super sword to beat the final guardian in your favourite game? Are you constantly being beaten by some seemingly indestructible super-baddie or other? Well, here's where your problems can be sorted. Write in to the MEAN MACHINES Tips Helpline with your question, and Julian "Jaz" Rignall, Captain of the UK Video Game team will see if he can supply you the answer. If not, we'll throw the question open to other readers, who might be able to help. Write to: MEAN MACHINES TIPS HELPLINE, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

Oh, by the way. When you write in, don't just say "I'm stuck in Shinobi (or whatever), please help me". I need to know what your exact problem is, otherwise I won't be able to answer! Okay?

USER FRIENDLY

STUCK ON MARIO

Dear Jaz,
I can't get to the end of 8-4 on Super Mario Bros. Please tell me how to do it and what happens at the end of the game.
Patrice Chadderton, Birmingham
JAZ: From the start of the level 8-4, run over the first two pipes and go down the third one. When you get to the floating pipe, stand a couple of blocks in front of it and jump - there's a hidden block there which lets you get onto the pipe so that you can go into it. Now go over three more pipes and go into the fourth one. Now just keep on going and you'll get to the end of the level where the final baddie awaits.



MOONING ABOUT

Dear Jaz,
I'm stuck on Moonwalker on level 4-3. I've kicked every spider and opened every "no dancing" sign and gone into every cave, but I can't get the last child. Where is it?
Gary Tomlinson
JAZ: I can't understand your problem - you obviously haven't explored everywhere because the children are all hidden in the places you say you've looked. While you're going through the level, draw a map and tick off the places you've looked - you'll find the place you keep missing.

PHANTASY STAR FREAK

Dear Jaz,
I'm stuck on Phantasy Star. You see, I can't find Lassic's Castle and I also can't get the torch or the miracle key.
Andrew Spicer, Epping, Essex
JAZ: The torch is in the Corona Tower - in there is a Dezorian who'll trade you the torch for your Amber Eye. After you've got the crystal, go back to level one and take the stairs heading upwards at the bottom right hand corner. Follow the instructions on the enclosed map. If you explore the levels you'll get the miracle key. Once you've got everything, go through level 13 and you'll find yourself on the roof of Baya Malay. "Use" the prism and then the nuts and you'll fly to Lassic's Castle.

WE WANT MEGAPLAYERS

If you're a gamesplaying genius, why not put your name forward for the MEAN MACHINES Tips Helpline. Just write in with your name and address and tell us which games you're good at. We'll print your details in the magazine so that other fellow players can write to you for help - you might even make new friends!!! The place to send all

ELPLINE

your Tips Helpline letters is: MEGAPLAYERS TIPS HELPLINE, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

MEAN MACHINES MEGAPLAYERS

Here's where you ace gamesplayers can offer your services and become an honorary MEAN MACHINES Megaplayer. Other readers can write to you and ask for information on games that you know inside out. If you write to a Megaplayer, don't forget to include a stamped addressed envelope! It's nice enough for these people to put their names forward to help you - it's a bit of a cheek asking them to pay to send you a reply!

MEGADRIVE MEGAPLAYERS

Ah! A Megadrive Megaplayer. If you've got yourself into a fix on ESWAT, DJ Boy, Golden Axe, Final Blow, Super Shinobi, Super Real Basketball, World Championship Soccer or Mr Komatsue, write to Jacob Kennedy, 74 Esmond Road, Chiswick, London, W4 1JF.

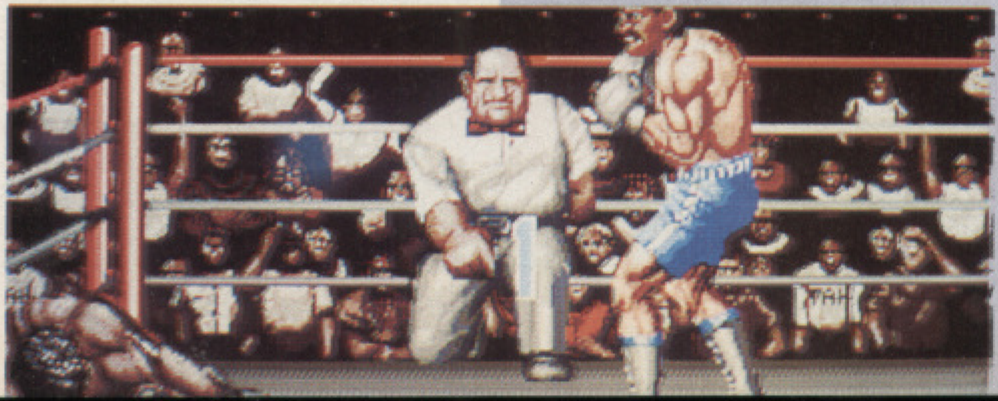
Alan Frost is a Megadrive player par excellence. He knows Golden Axe, Moonwalker, Rambo III, Batman, Forgotten Worlds. Write to him at 1 Huntspiel Cott, Brunswick Road, Deepcut, Camberley, Surrey, GU16 6RT.

If you're a Megadrive player in dire straits, why not get into contact with Paul Bristow, 60 Plaxtol Road, Erith, Kent, DA8 1NL. He's an expert on Ghouls 'n' Ghosts, Thunderforce III, Psycho Fox, Operation Wolf, Super Real Basketball, World Games, Forgotten Worlds and Strider.

Paul Haseldine stresses that he is a truly star player who's willing to give any tips on Ghouls 'n' Ghosts, Super Shinobi, Altered Beast, Thunderforce III, ESWAT and Forgotten Worlds. Write to him at 2 Ilkeston Road, Stapleford, Notts, NG9 8JL.

If Forgotten Worlds, World Soccer, Super Monaco GP, Super Hang-On or Altered Beast are giving you hassle, write to John Kaye, 3 Brookfield, Penistone Road, Kirkburton, Huddersfield, W Yorkshire, HD8 OPE.

"I'm a mega, mega, mega cool dude" reckons Danny Crystal and reckons he'll give red hot tips to anyone stuck on Moonwalker, Super Shinobi, Shadow Dancer, DJ Boy, Mickey Mouse, Wonderboy III, Cyberball, Alex Kidd, ESWAT, Super Real Basketball, World Soccer, Ghostbusters and Strider. Interested? Then write to him at 20 Meath Close, St Mary Cray, Orpington, Kent, BRS 2HF.



Need help on Ghostbusters, Golden Axe, Forgotten Worlds, Super Hang-On, Arnold Palmer's Golf, Strider, Revenge of Shinobi, Ghouls 'n' Ghosts, Altered Beast, Populous, Last Battle, Space Harrier II, Truxton or Thunderforce II and III? Write to D Ellox, Gwelter Roseworthy, Camborne, Cornwall.

This guy has certainly played a lot of games and is offering help on Air Diver, Altered Beast, Budokan, Forgotten Worlds, Ghouls 'n' Ghosts, Golden Axe, Insector X, Moonwalker, Mystic Defender, Phantasy Star II, Populous, Rambo III, Super Shinobi, Space Harrier II, Target Earth, Truxton, Whip Rush and Zany Golf. He's Greg Martin of 8 Duchray Drive, Ralston, Paisley, Scotland, PA1 3BW.

SEGA MEGAPLAYERS

The games that T Abdo of 37 Blackwood Rd, Streetly, W Mids, B74 3PL is offering help on are Fantasy Zone I and III, Alex Kidd in Miracle World, Golden Axe, Psycho Fox, Spy Vs Spy, Double Dragon, Basketball Nightmare and Dead Angle.

Michael Long from 104 Whalley Avenue, St Helens, Merseyside, WA10 6PS can help anyone stuck on Altered Beast, Vigilante, Golden Axe, Chase HQ, Double Dragon, Thunderblade, Hang-On, Wonderboy III, Safari Hunt, Marksman Shooting and Action Fighter.

If Alex Kidd in Miracle World, Wonderboy II or III, Psycho Fox, Chase Hq, R-Type or Rampage are providing trouble, contact Thomas Varlow, 75 Greenshaw Drive, Haxby, York, YO38 D9

NINTENDO MEGAPLAYERS

If you live in Berkshire or thereabouts, Peter Nightingale, 44 Melling Close, Lower Early, Reading, Berkshire, RG6 2XN might have the answers you're looking for. He knows the following Nintendo games - Trojan, Super Mario Bros, Soccer, Tiger Heli, Xevious, Airwolf and Skate or Die.

Nintendo players can ask Carl Busby for help. He knows Ghosts 'n' Goblins, Megaman, Balloon Fight, Rygar, Super Mario II, Excitebike and Batman. Write to him on the address above.

Another Nintendo Megaplayer is John Molnar of 64 Champion Close, Rowlatts Hill, Rowatts Hill, Leicester, LE5 4EX. He's an expert on Super Mario Bros I and II, Batman, Cobra Triangle, Pro Wrestling, Track and Field II, Gunsmoke, Life Force, Rush 'n' Attack, Tennis and Gradius.

Paul Brown of 97 Windmill Hill, Enfield, Middx, EN2 7AJ is offering super tricks and tips to anyone who writes to him concerning Bionic Commando, Blades of Steel, Bubble Bobble, Castlevania II, Simon's Quest, Double Dragon, Lee Trevino's Fighting Golf, Legend of Zelda, Megaman, Megaman II, Metal Gear, RC Pro Am, Super Mario Bros, Super Mario Bros II, Teenage Mutant Ninja Turtles, Tetris, Tiger Heli and Zelda II.

Don't forget - and this is very important indeed - if you write to a Megaplayer, make sure you enclose a stamped addressed envelope for your reply, or you won't get one. Okay?

SPEE

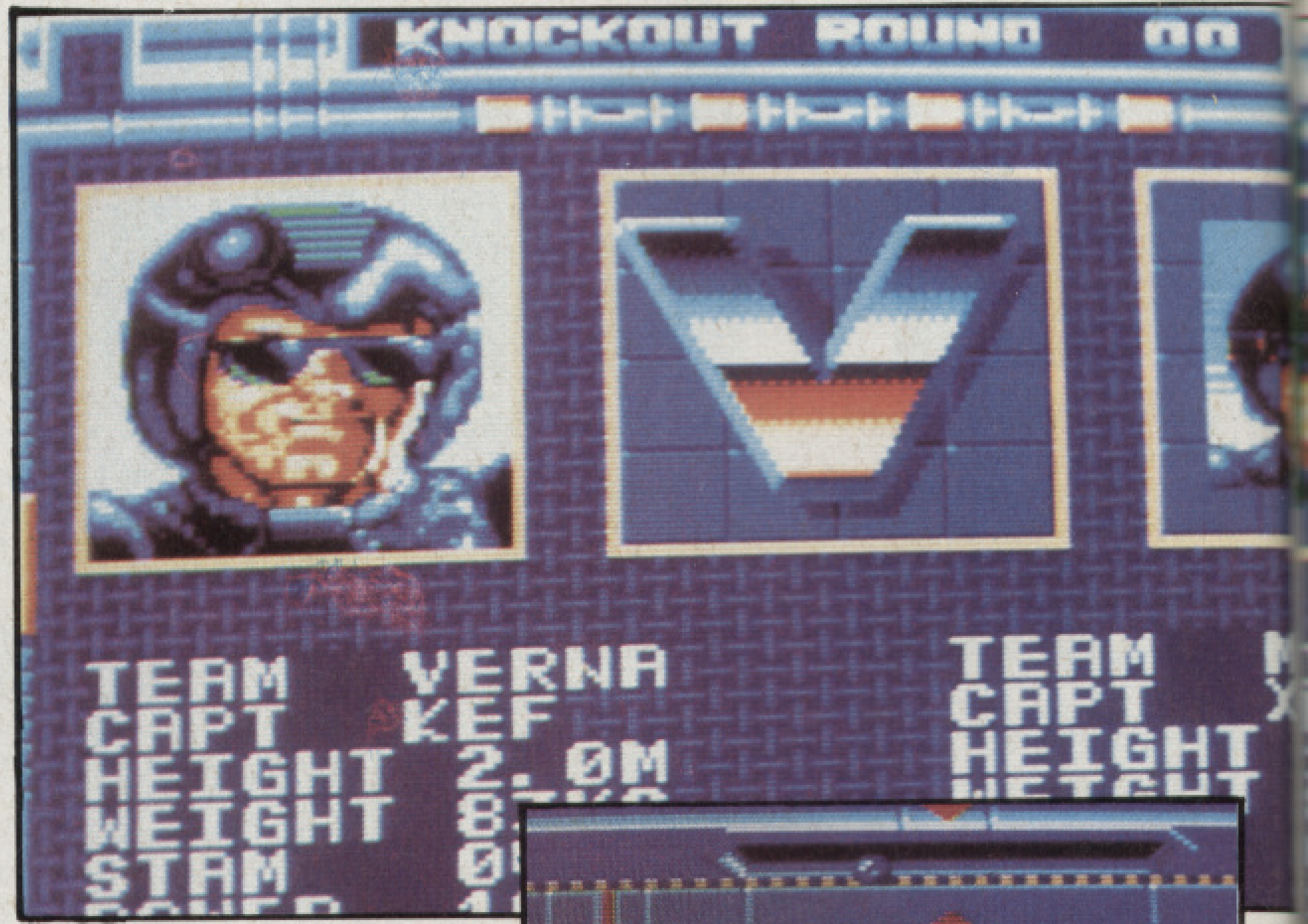
Gazza cried because he received a yellow card - how would he react if a solid metal ball hit his face at 80 miles per hour? Speedball is that sort of game: fast, violent, and skillful, and makes rugby look like an 80-minute knitting session.

Set in a jaded future, the sport of Speedball pits two teams of five armoured men against each other, with the object of hurling the ball past the opponent's goal keeper to score points. It's a battle of wits, muscles, and power gloves - but skill is the deciding factor.

To liven things up (as if they needed further livening up), power-up tokens appear on the pitch, and these speed up your players, reverse the controls, give one team immediate possession, or do something even more exotic. Coins, however, have a different effect, as explained elsewhere in the review.

Not for the faint-hearted, Speedball offers bloody laughs for its players - are you game?

▼ Check out the statistics - Verna should be a cert to win.

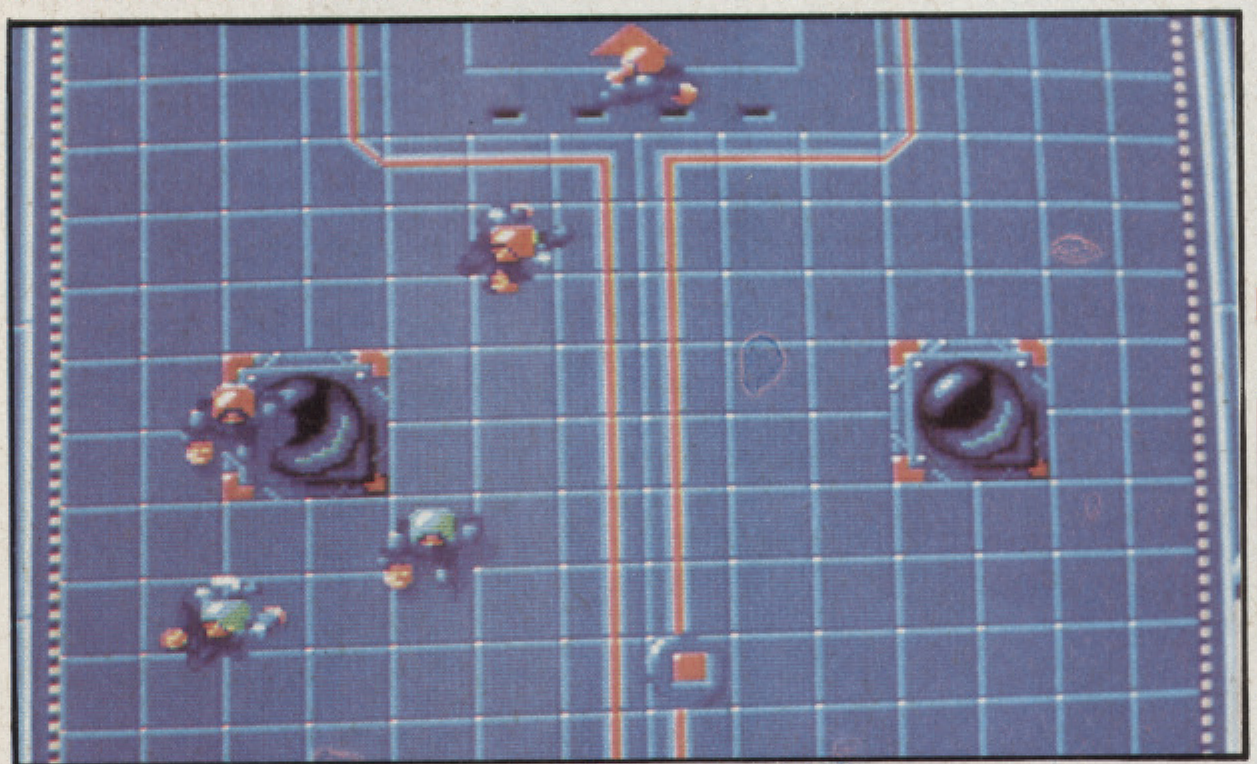




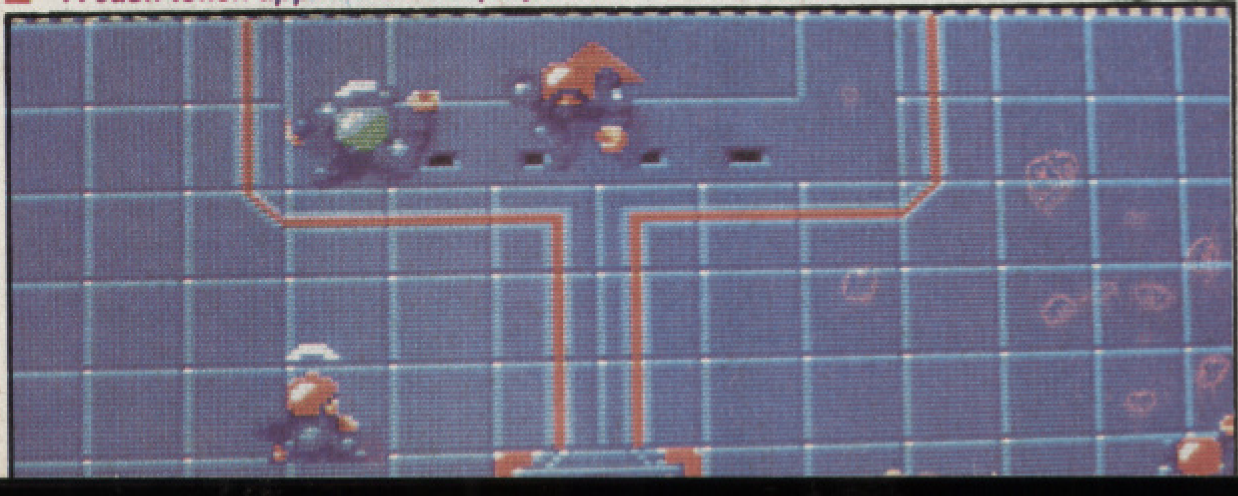
▲ Collect coins to pay for any of the above "services".



▲ Another one in!

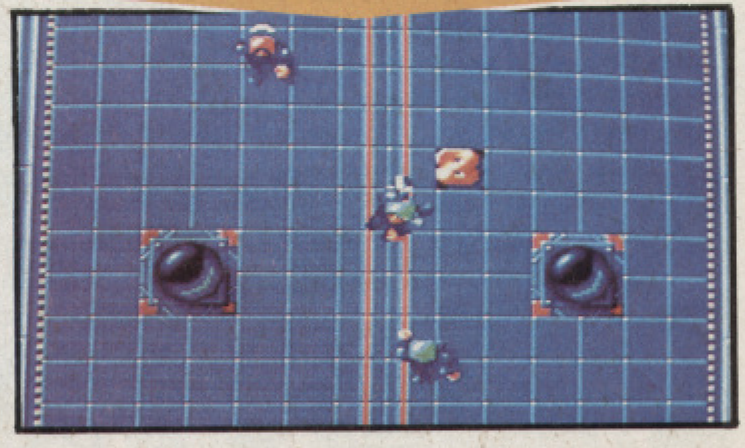


▲ A cash token appears on the playfield. Grab it quickly!



MONEY, MONEY, MONEY

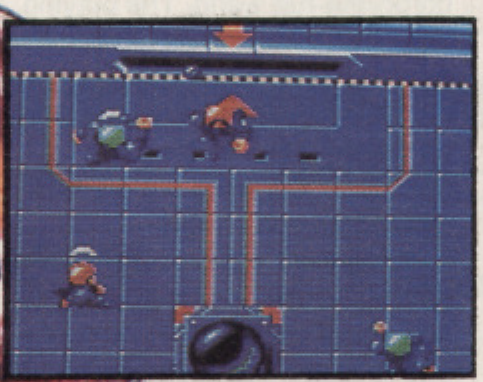
As well as effect tokens, coins turn up on the pitch from time to time. These are well worth collecting, as at the end of each half they can be used to bribe the officials for extra time, or to increase the skills and stamina of the team. Obviously coins aren't worth grabbing if it means missing an opportunity to shoot at goal, but at other times pick them up - it can mean the difference between winning and losing!



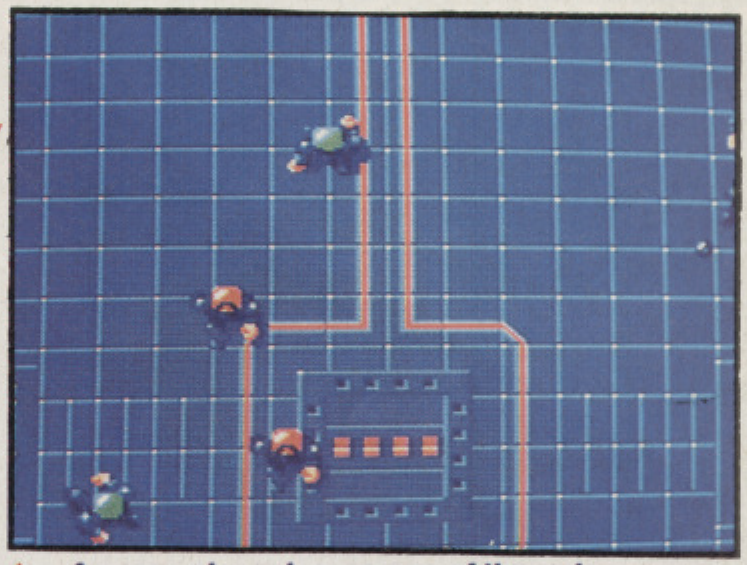
DBALL







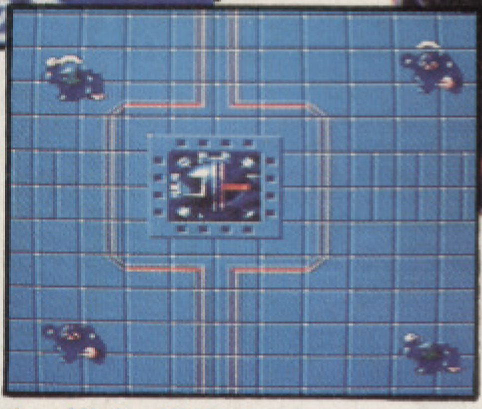
▲ Another goal! This is a disastrous turn-up for the valiant red team.



▲ A green player leaves one of the reds sprawling against a wall. "I went for the ball, ref, with respect..."



▶ Cowardly greens flee from the oncoming globe of polished steel!



▲ Kick off! Well, sort of...

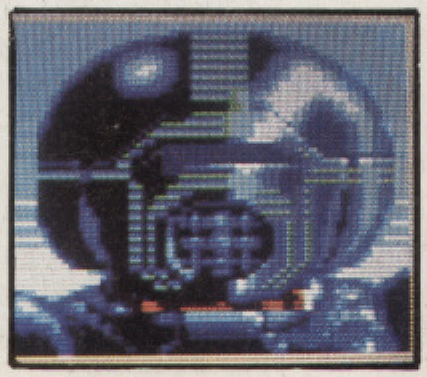
COMMENT



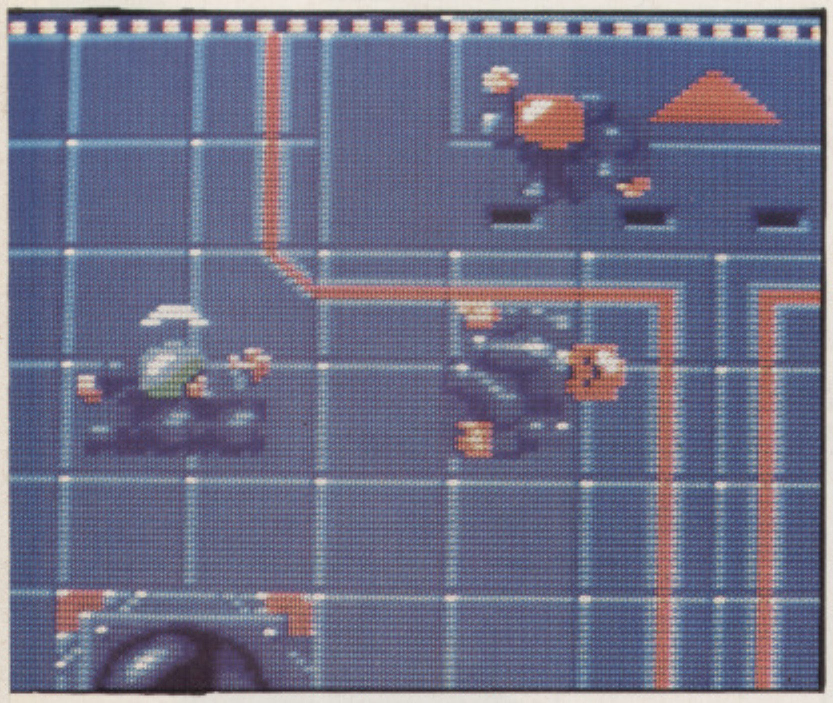
MATT

Speedball is one of those games that adds another dimension to console software; it's relatively original, exciting to play, and it has a sense of humour. After ploughing through a plethora of staid shoot 'em ups and cretinous cute platform games, this comes as a breath of fresh air to me. My minor criticism is that the speed of the game isn't quite what I'd hoped for; when it's the name of the game, I expected the action to be more fast-paced. It makes little difference to the enjoyability though, and this is a superb two-player game. No rules means no limit to the fun - if you've got a friend to play against on a regular basis, make sure you check out this thrilling game.

▼ "Where did you get that hat, dee dum dee dum dee dum..."

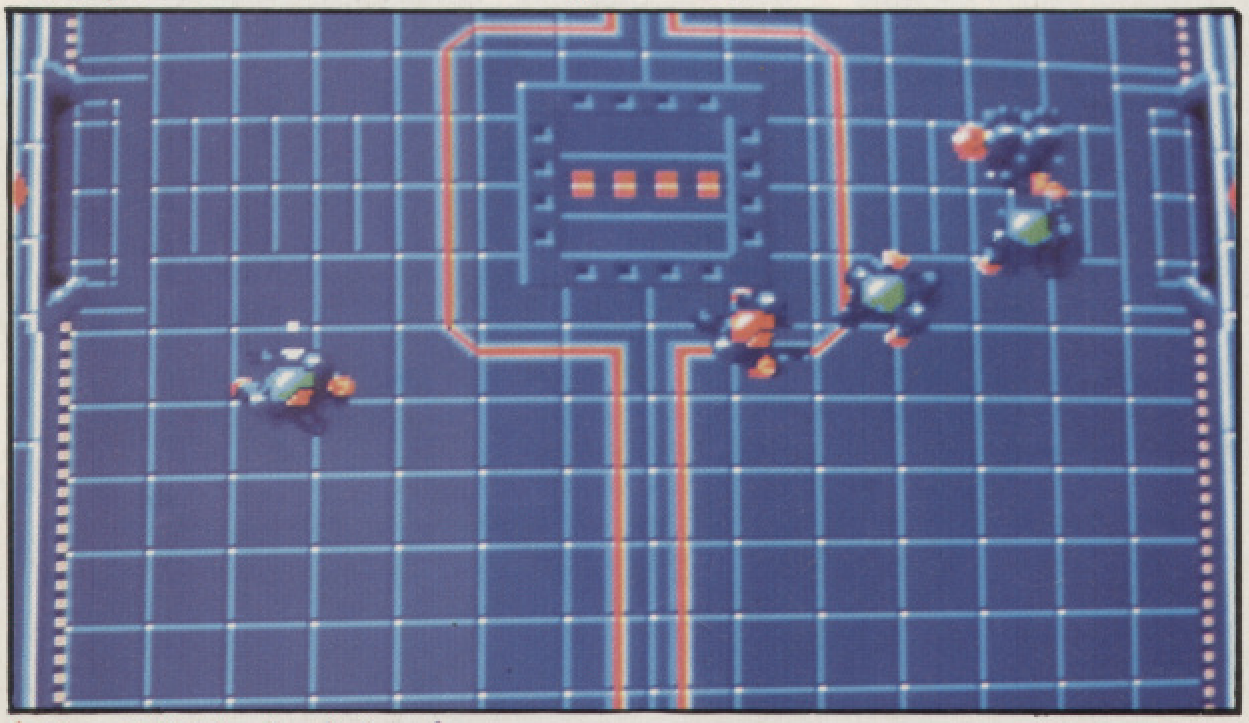


CAAN YOU DIG IT?



▲ *The green team moves towards the opponent's goal.*

The influence for this game is definitely the film, Rollerball. Starring James Caan, Rollerball was a sport devised by the powers-that-be of the future to pacify the masses and keep their minds off the events of their corporate-run world. The playing area was a huge inverted dome, around which the teams would race, some on motorbikes, some on rollerskates. As the film continues, the rules are gradually relaxed to create more "excitement", and, not surprisingly, more fatalities. A mixture of action and social comment, Rollerball is one to watch - provided you're old enough for the 18 certificate!



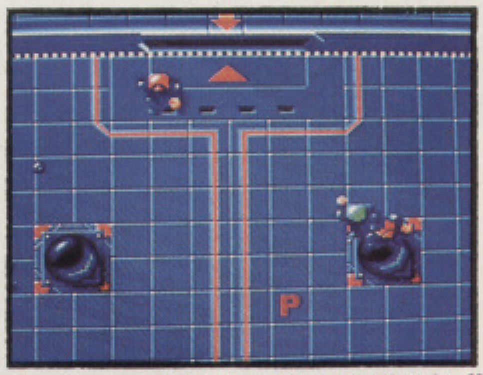
▲ *The midfield action hots up!*

COMMENT

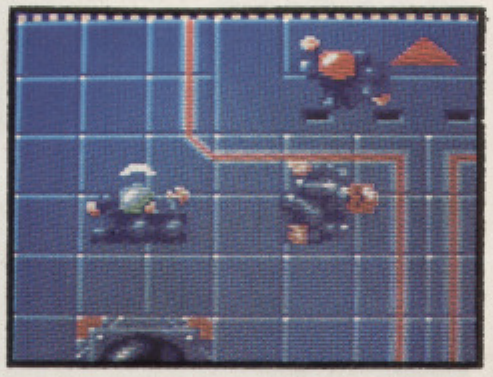


JULIAN

This is a game of two halves, and no mistake. As a simultaneous two-player game it's superb, combining fast and furious (and pretty violent) gameplay with excellent graphics! However, when you play it on single player mode, it's virtually useless. The computer team is a complete joke - I beat him 10-0 on my first game, and continued to win time and time again until I gave up with disgust. It's a massive shame - if this had been playtested properly and given a decent computer opponent, it would be utterly brilliant. As it stands it's recommended only if you always have a second player on hand. If you're likely to be playing on your own, give it a miss. There simply isn't enough challenge to keep you occupied for more than a few hours.



▲ *The goalie lets rip with the ball - towards the other side!*





BY: MIRRORSOFT

PRICE: £29.99

RELEASE DATE: MAR
GAME DIFFICULTY: VERY EASY
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 1
RESPONSIVENESS: GOOD



PRESENTATION 85%

An impressive intro sequence, inspired by Rollerball, creates the atmosphere of the game.

GRAPHICS 84%

The players are reasonably detailed, as is the pitch. It has a great feeling of brutality!

SOUND 79%

Quite adequate, the sound is unintrusive and suits the game to a tee.

PLAYABILITY 81%

Fast, frantic and fun with two players. Quickly gets very boring with one player, though.

LASTABILITY 76%

Two-player mode offers plenty of long-term laughs. If you play on your own, though, you'll only get a few hours of entertainment out of this.

OVERALL 79%

A brilliant two-player game, but completely pathetic in single player mode.



GREMLINS 2

THE NEW BAT...

The Gremlins are back, and they're severely annoyed at the treatment they got in their first outing.

Based on the successful film, Gremlins II stars that lovable fellow Gizmo - the fluffy hero of the adventure, and the sworn enemy (and the mother/father!) of the diabolical Gremlins.

Gizmo wanders around the complex of buildings, zapping baddies and evading death and capture. Apart from monsters, yawning chasms and floating platforms present the hairy hero with obstacles that only his skill at leaping can overcome.

When foes are slain, coins are released for Giz to collect. At intermittent points, a shop appears run by an elderly Chinese gentlemen, offering the character the chance to purchase extra health, lives, and power-ups. Only one item can be bought on each level, so careful choosing is the order of the day.

Gizmo's weapon has a limited range, but special tokens give bonus effects: light bulbs act as smart bombs, destroying everything on screen. Gizm's task is of course to eliminate all the gremlins and their evil henchmen, and free the humans from the horror that has been unwittingly released.

DOUBLE TROUBLE

The original Gremlins film told the story of a hapless inventor who, being stuck for a Christmas present for his son, stumbles across a small Chinese shop stocked with a variety of wondrous goods. He buys a strange creature called a Mogwai, and is given a set of strict instructions as to its keep: no feeding after midnight, no exposure to bright lights, and no contact with water. Of course, these restrictions aren't obeyed, causing mass damage by the unleashed Gremlins. The second film starts after Gizmo has been returned. However, his master dies, and Gizmo escapes. Then some unscrupulous scientists get their hands on him, and subject the poor thing to evil experiments until Billy finds and rescues him However, due to inadequate protection, Gizmo gets soaked again, unleashing the dreaded gremlins.....

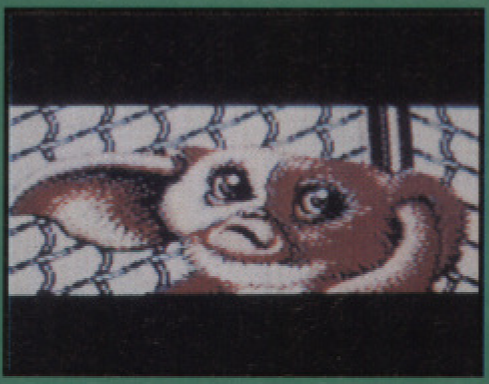


Gremlins II



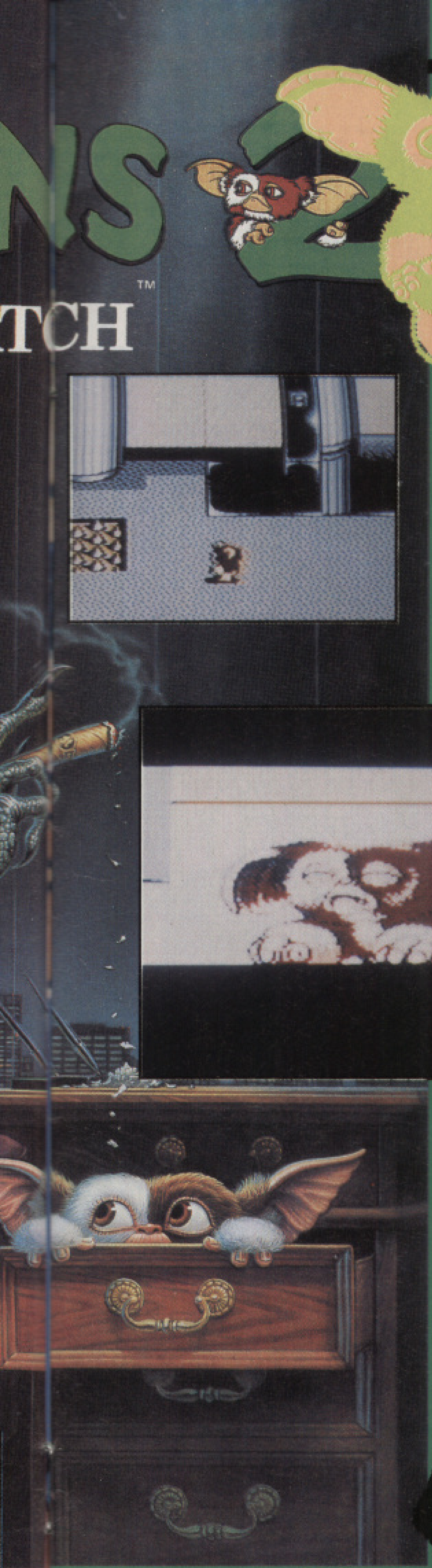
▲ Gizmo checks his goodie bag.







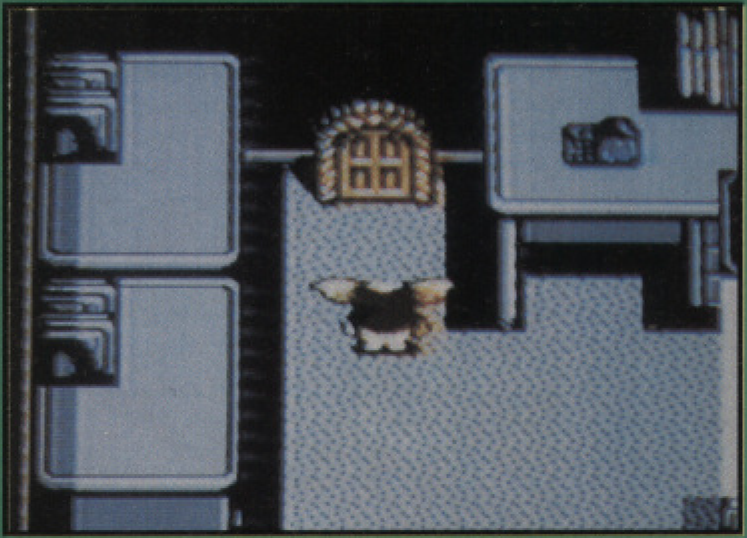
▲ Entering the shop gives Gizzy the chance to stock up



COMMENT

MATT

Lordy, a good license for a film sequel! What ever next? Seriously, Gremlins II is a great game, packed with humour and fun throughout. The developers have worked hard at getting the most out of the graphics, making them as accurate and detailed as possible (although it can be tricky at first to judge jumps). The sound is incredible: extra chips have been used to make the music and effects top notch, adding enormously to the appeal of the game. As for the playability, it's of a very high standard, and always fun, with the difficulty pitched so that everyone can progress at first, but later levels can only be passed by skill and practice. The later levels are my favourites, as the difficulty is matched by the increased fun - but the Gremlins themselves are tough opponents!

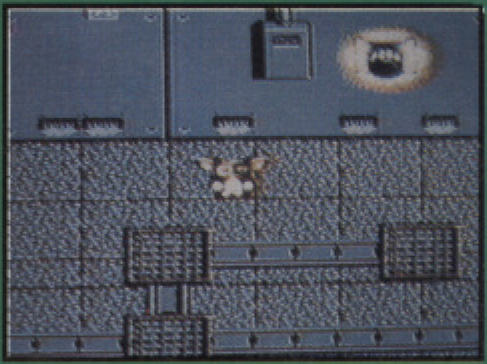


▲ *The doorway marks the entrance to the item shop.*

◀ *The darkened corridors contain many dangers and one scared mogwai.*

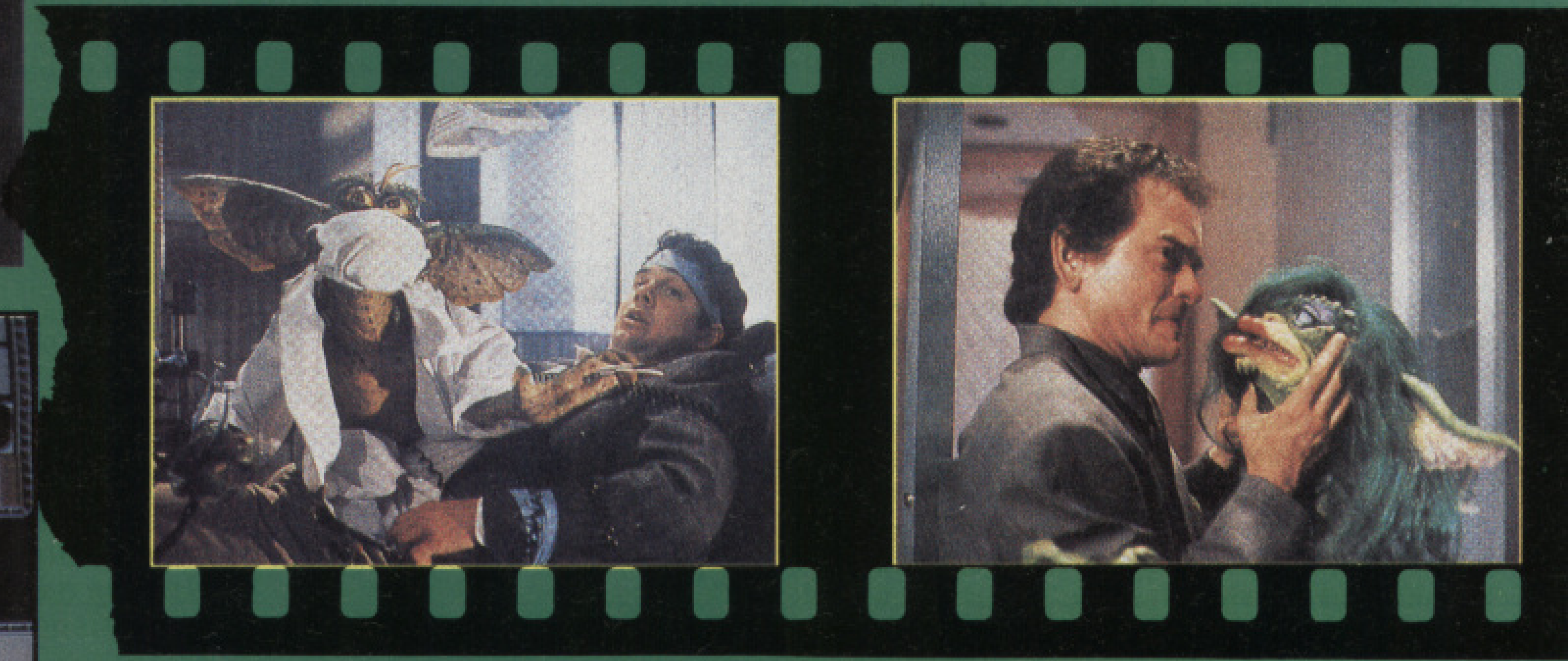


▼ *Watch out for the spikes!*

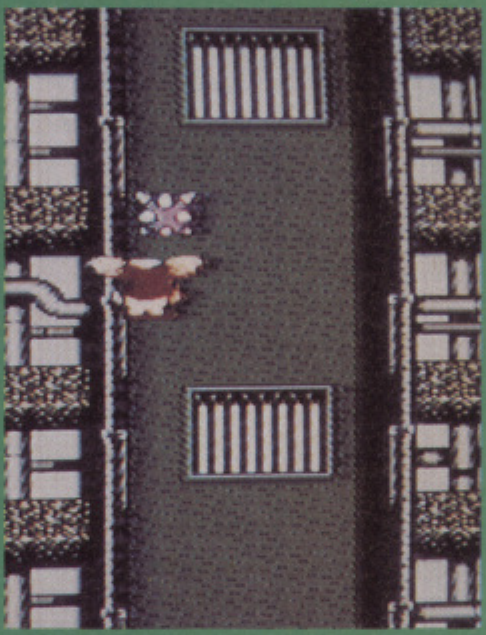


▼ *Preparing for the big leap*



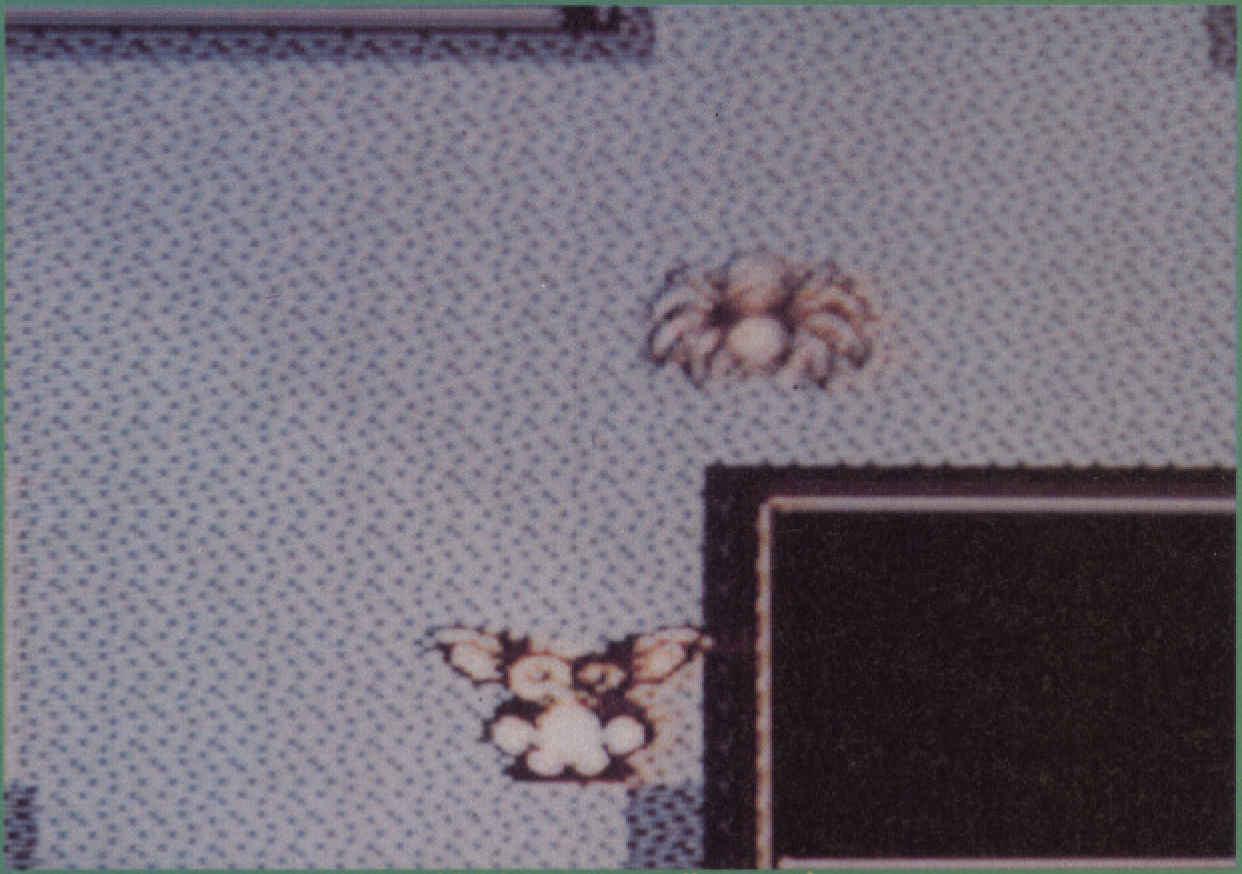


▼ A mine blocks the way.



TRIPPING THE LIGHT FANTASTIC

As everyone knows, gremlins can't stand bright light. Therefore Gizmo's weapons are light sources that send out bright flashes and zap the nasties. Occasionally light bulbs appear that act as smart bombs, destroying everything on screen - so careful timing is needed to use them to full effect. Matches are also useful as weapons, and sending those warped Gremlins running for cover is the Mogwai's aim - get flashing!



▲ A few blasts will split the spider into two smaller ones!



BY: NINTENDO
PRICE: £34.99
RELEASE DATE: APRIL
GAME DIFFICULTY: EASY
LIVES: 3
CONTINUES: UNLIMITED
SKILL LEVELS: 1
RESPONSIVENESS: GOOD

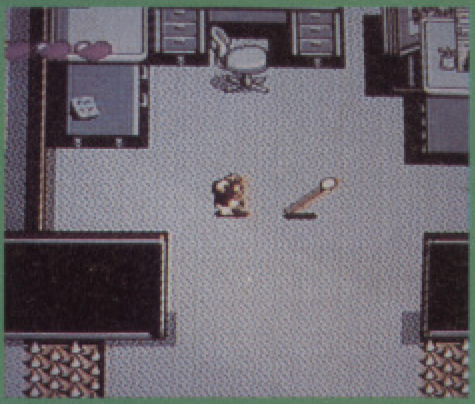
1 PLAYERS

COMMENT



i didn't think that the Gremlins II film would make ideal console game material, but I was pleasantly surprised when this came into the office. It's a sort of Mogwai meets Commando, with Gizmo wandering around the scrolling screen shooting the shinola out of all the evil Gremlins. The graphics are great, with the cute button on maximum, and some of the animated intermission screens are incredible - easily the most impressive I've seen on the Nintendo. Although it's not the most original game concept in the world, it's brilliantly done to make it thoroughly enjoyable and very addictive. It's quite tough, although there are unlimited continues which help you get far into the action very quickly - my advice is not to use them and you'll get even more lasting appeal out of the game!

JULIAN





PRESENTATION 94%
Cartoon-style sequences are present throughout the game, adding loads of atmosphere.

GRAPHICS 93%
Large sprites and detailed backgrounds make good use of the Nintendo's capabilities.

SOUND 88%
The theme tune and spot effects are great, creating atmospheric gameplay.

PLAYABILITY 91%
Plenty of levels and a varied challenge combined with lots of fun make Gremlins II a winner.

LASTABILITY 82%
Unlike so many other games around at the moment, this one will run and run.

OVERALL 87%
An interesting variant on the standard platform game which comes highly recommended.

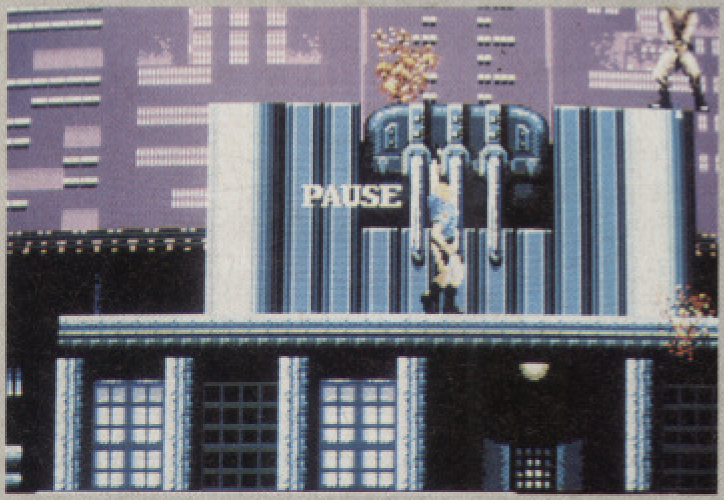
CYBER POLIC

ESWA

All is not well in Cyber City. Criminals are running amok - looting, pillaging and raping the city of all its worth. Quite a lot of people aren't really too pleased about the rampant activities of these heartless crooks, and this includes Cyber City's mayor, who sets up the ESWAT (Enhanced Special Weapons and Tactics) division of the Cyber Police to deal with the evil, criminal menace.

The player takes on the mantle of a hard-bitten SWAT cop, who seems to be dealing with the criminal epidemic all on his own, with only his trusty service pistol for company. In order to prove to the powers-that-be that he's eligible to join the ESWAT elite, two levels' worth of eight-way scrolling platform blasting have to be tackled - each with a very nasty end-of-level crime boss to be exterminated.

Then it's on to all the fun and excitement of donning the specialised ESWAT armour and using all manner of extra weaponry to blast those punks into oblivion!



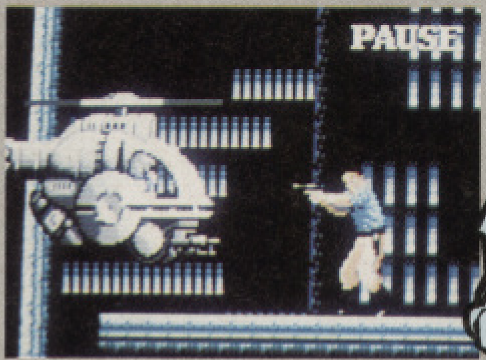
▲ *The SWAT cop in action!*

MURDEROUS MAYHEM

This voyage of digital destruction takes hardened cops through some of the worst districts in town. For starters, our hero takes on the felons roaming the streets, doling out his own special blend of law-enforcing death to any cons that dare cross his path. Then it's time to strike at the root of the problem by blowing away the remaining criminals in the Cyber Prison. Later on, our hero must enter a laboratory dealing with an experiment that has gone horrifically wrong...



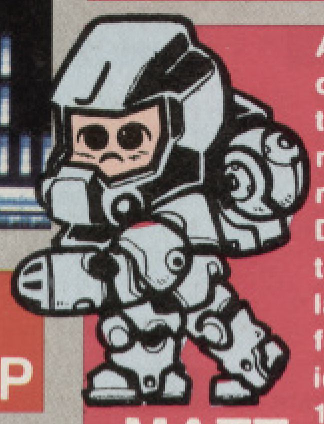
▼ *Blasting away at level one's guardian.*



DIFFERENT FROM COIN-OP

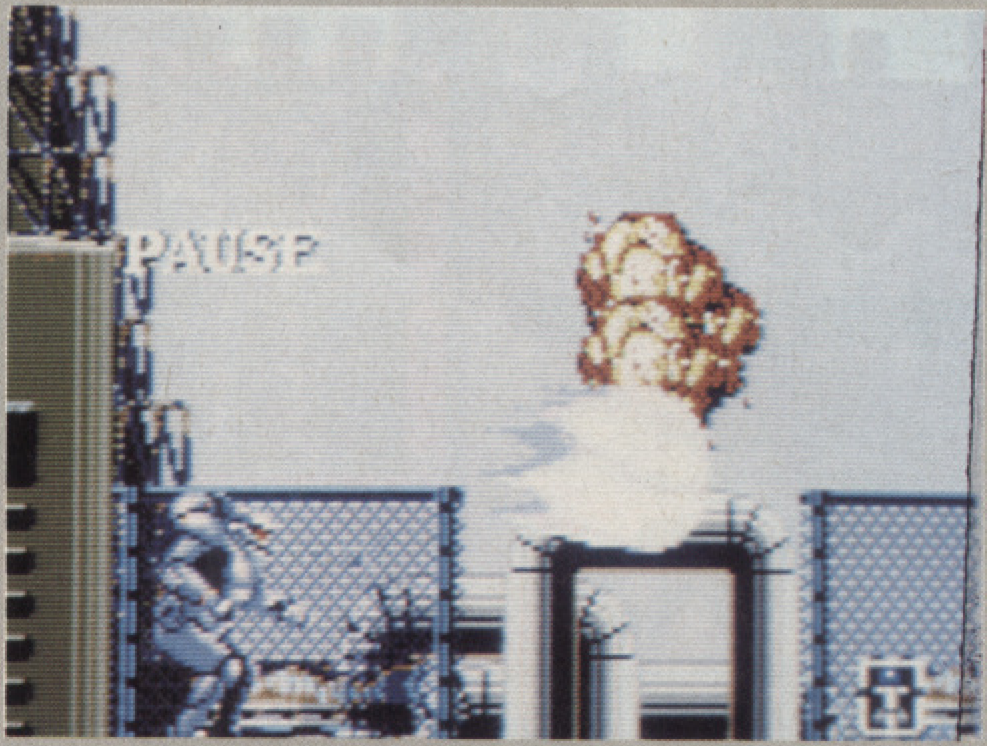
As you may have gathered, the Megadrive version of ESWAT doesn't adhere closely to the original coin-op version at all, with completely different levels and weapons. But don't let that put you off. We think that this is actually better than the original game, since there's more challenge and variety!

COMMENT



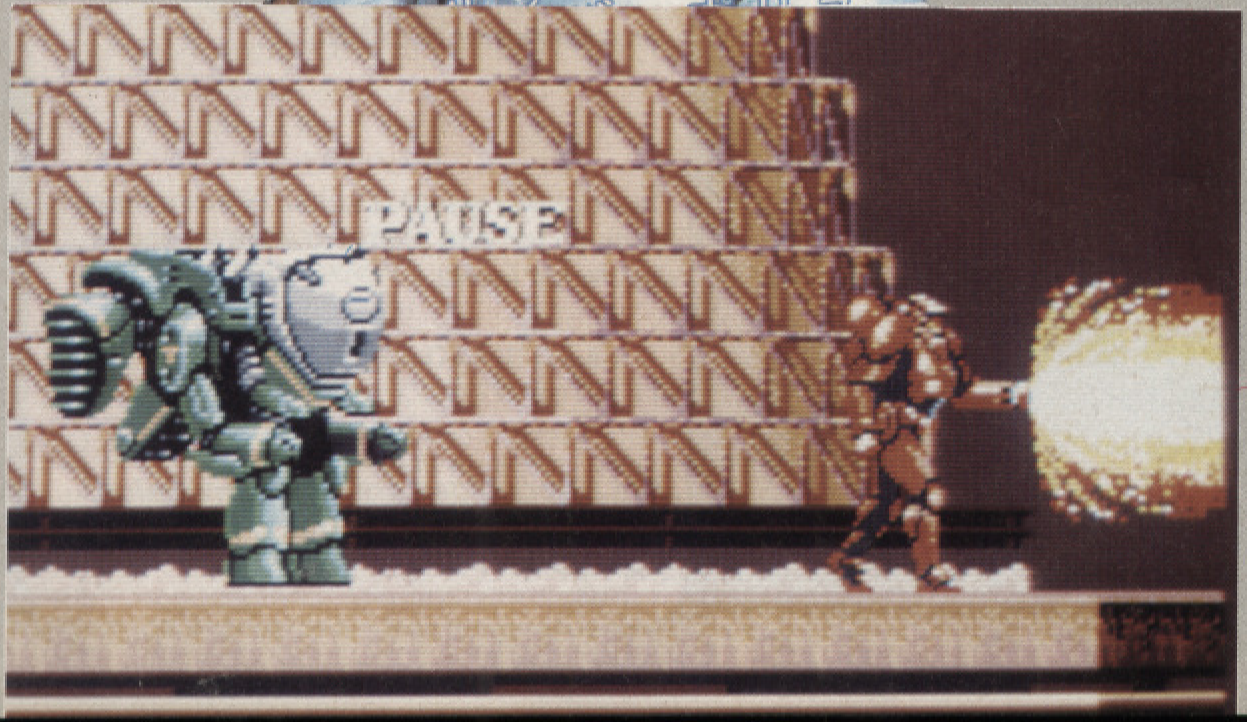
MATT

A metallic cop wanders around dispensing violent, fatal justice to the lawbreakers. Maybe it's just me, but that doesn't sound like the most original scenario of all time! Despite this, ESWAT still manages to be a rather fun game. With its large number of moves and varied foes, ESWAT resurrects an old idea and attempts to bring it to the 16-bit format; and in that respect, it's successful. However one can only flog a dead horse for so long. As with shoot 'em ups, the lack of originality begins to show, and can't be ignored: the armour-clad sections are great, and the backgrounds are quite effective (although there have been many better ones on the Megadrive). So I can only recommend this to diehard (ho ho) platform/shoot 'em up fans - for others there might be different games that would be more enjoyable.



▲ *The plasma cannon is one mean weapon!*



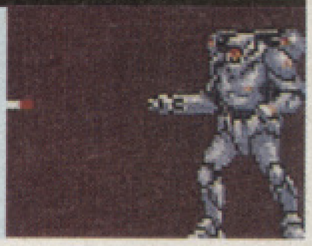


WONDERFUL WORLD OF WEAPONRY

Along with giving the player the benefit of extra armour and powerful gravity-defying afterburners, power-up icons endow the ESWAT suit with a variety of deadly weaponry.

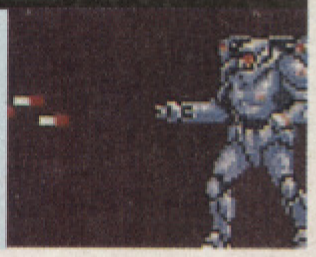
SHOT

The bog standard cannon which comes as standard on all ESWAT suits. Not much better than a good pistol, but does have infinite ammo.



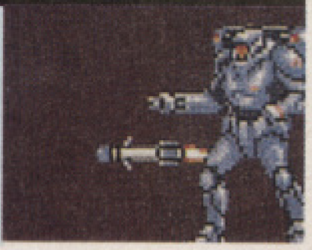
SUPER

Just like the normal shot, except that this little baby fires a lot quicker and shoots three times as many shells!



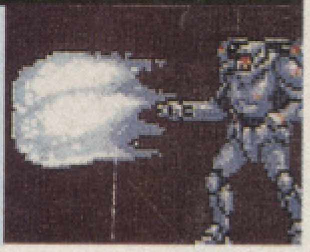
ROCKET LAUNCHER

Switch to the rocket launcher for some real firepower! This sucker fires off a single missile that hugs the ground before destroying its target

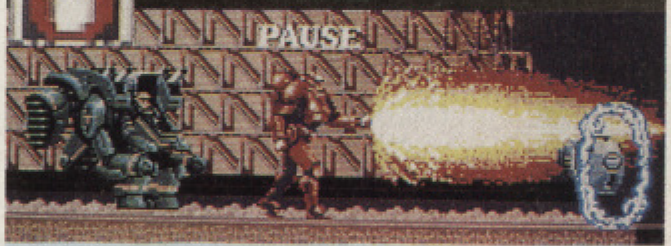


PLASMA CANNON

A real man's weapon, the plasma cannon has a far wider range and power than any of the projectile firing weapons.



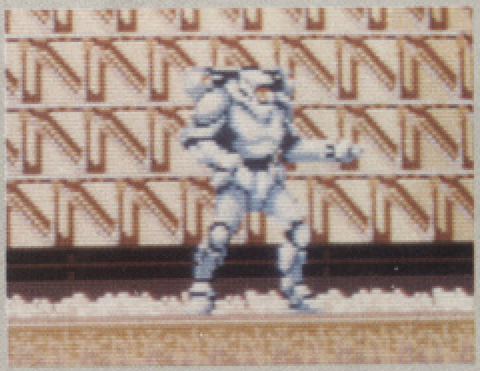
FIRE



The ultimate in smart weaponry, the fire option can only be used once and fires off a truly devastating blaze! The suit also spins around incredibly quickly, thus grilling all enemies at any angle.



▲ Trouble at the science labs...



▲ One mean, strutting armour clad dude.



BY: SEGA
PRICE: £34.99
RELEASE DATE: OUT NOW
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 0
SKILL LEVELS: 3
RESPONSIVENESS: GREAT

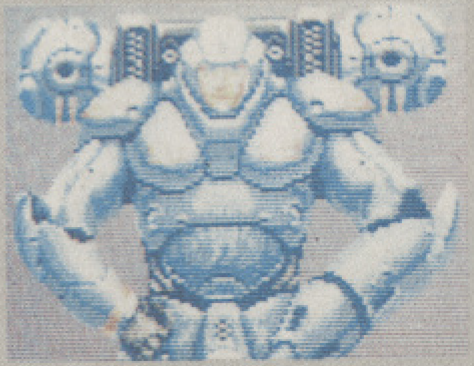
1 PLAYERS

COMMENT

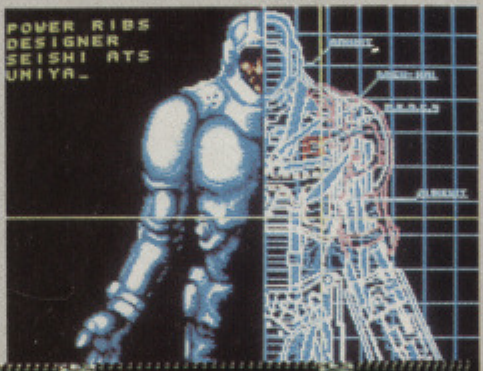


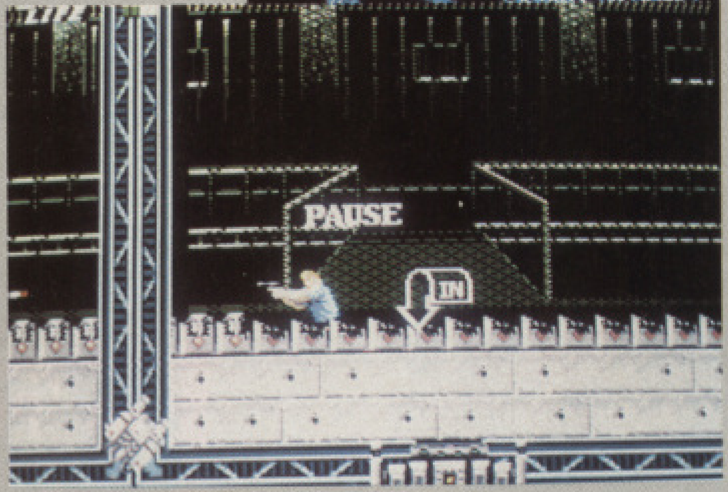
JULIAN

After the disappointing Master System version of ESWAT, it's nice to see that the Megadrive game is a whole lot more playable, with classy audio-visuals to match. It's also quite difficult with even tbe easy level being a great challenge to complete. The super extra weaponry is simply the icing on a pretty substantial cake. Although it's nothing much like the coin-op original, I actually think that the Megadrive game is a lot better than the arcade, with better weapons and more addictive gameplay. Highly recommended to all blasting addicts.

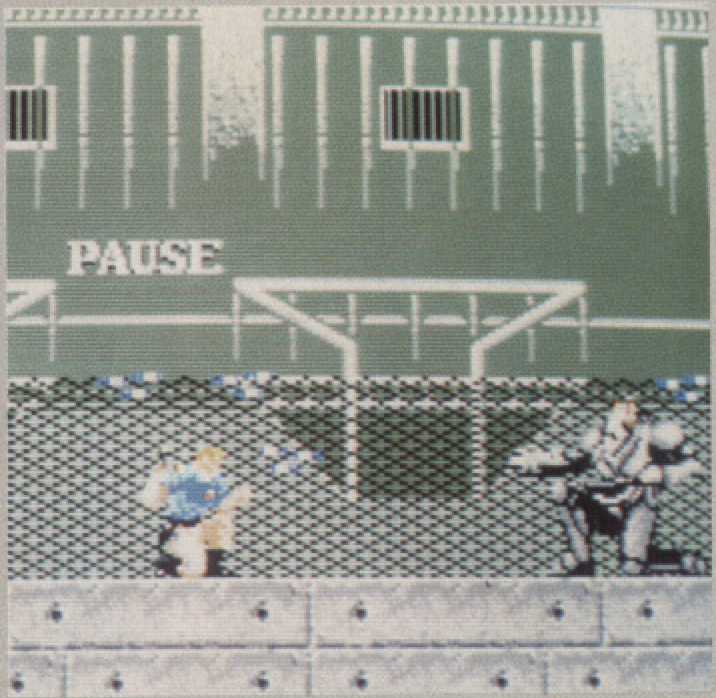


▲ Meet your next target here.





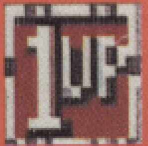
▲ Infiltrating Cyber Prison.



▲ Level two's boss in all his glory!

COMPLETE GUIDE TO ICONS

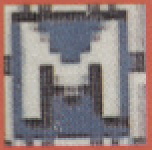
Along the path to the end of each level, there are plenty of icons lying around that ESWAT cops can use to prolong their crime-busting activities.



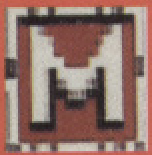
1UP: Pretty obvious really. Collection of this icon gives the player another life.



LIFE UP: If that energy bar is beginning to look dangerously low, picking up this icon will give the player some more energy to play with.



LIFE MAX: A sort of designer version of the Life Up, this little bleeder endows full energy!



BURNER MAX: ESWAT officers can collect maximum fuel for their burner units by picking up this wonderous icon.

PRESENTATION 94%

Great in-game presentation screens that give the game a great feel. One of the best presented Megadrive games available.

GRAPHICS 90%

There's a great variety in the sprites and backdrops, and some brilliant parallax scrolling effects.

SOUND 87%

Catchy tunes and hilarious speech (ever heard a SWAT cop with an upper-class accent?)

PLAYABILITY 87%

Good, down-to-earth blasting mayhem that's almost annoyingly addictive!

LASTABILITY 86%

The slightly repetitive action is more than made up for with plenty of extra weapons and varied levels.

OVERALL 87%

Not a very close coin-op conversion - but a damn playable game in it's own right. Go for it!

HOTLINES

MEAN MACHINES

WIN A MEGADRIVE

0839 121 180

It's black, sleek and plays like a dream. We're not talking Oz Browne! We're talking the Megadrive. And once again we're giving you a chance to win one of these super-duper mega-machines. What do you have to do? Just dial the number and listen to the instructions.

WIN A GAMEBOY

0839 121 174

It's undersized, grey and is very handy when you want some portable fun. We're not talking Gary Harrod. We're talking the Gameboy. Want to try and win this superb piece of portable gaming technology? Well, just flex your fingers, punch in the number above and use your lug-holes as your guide.

WIN £150 WORTH OF SOFTWARE

0839 121 188

It's big 'n' bulky and is worth a wad o' cash. We're not talking MEAN MACHINES publisher Graham Taylor. We're talking about a parcel containing £150.00 worth of console software. And it could all be yours if you win this whopping, software collection-expanding prize. What are you waiting for? Dial now!

WIN A LYNX

0839 121 189

It's a bit too big to carry about in your pocket, but it's still great fun to play with on the bus. We're not talking Matt Regan. We're talking the Lynx, the brilliant laptop games machine that has better specifications than some 16-bit computers! Fancy being the envy of all your mates? Well, have a go at winning one of these super-machines by ringing up the number above.

WIN A SUPER FAMICOM

0839 121 187

It goes really fast and is always showing off what it can do. We're not talking Julian Rignall. We're talking the Super Famicom, the best console in the entire history of the universe. Want to try and win one and become the talk of the town? Just dial up this red-hot number and listen to the instructions.

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU HAVE THE PERMISSION OF WHOEVER PAYS THE PHONE BILL BEFORE YOU DIAL. ALL CALLS ARE CHARGED AT 44P PER MINUTE (PEAK RATE) AND 33P PER MINUTE (OFF PEAK). NO PROGRAMME IS LONGER THAN THREE MINUTES.

NINTENDO SUPER FAMICOM **£249**
+ FINAL FIGHT / AC ADAPTOR / JOYPADS / TV OR SCART CABLE

SEGA MEGA DRIVE **£129**
+ MICKEY MOUSE / AC ADAPTOR / JOYPAD / TV OR SCART CABLE

NEC PC ENGINE **£135**
+ TIGER ROAD / AC ADAPTOR / JOYPAD / TV OR SCART CABLE

NEC PC ENGINE GT HANDHELD **£259**
+ MR HELI

SEGA GAME GEAR **£135**
+ WONDERBOY

PREVIEW VIDEO 1 (VHS) **£10**
FEATURES OVER 9 SUPER FAMICOM GAMES AND DOZENS OF MEGA DRIVE & PC ENGINE GAMES

PLEASE ADD £5 P&P PER ORDER

FAX, WRITE OR TELEPHONE
FOR OUR FULL PRICE LIST

GT DISTRIBUTION

WOODTHORPE HOUSE, WOODTHORPE AVENUE
BOSTON, LINCOLNSHIRE, PE21 0ME
TELEPHONE/FAX: 0205 368449
TRADE ENQUIRIES WELCOME

SUPERGRAPHIC VIDEO GAMES

27 Mansfield Road, Nottingham, England NG1 3FG
Telephone: 0602 484988 Fax: 0602 410451

THINK AGAIN! NOT

ALL SEGA MEGADRIVES ARE THE SAME!
OUR MACHINE WILL TAKE ENGLISH, JAPANESE AND AMERICAN CARTRIDGES AND GIVE ENGLISH TEXT ON JAPANESE GAMES

★ **WE HAVE ALL THE LATEST RELEASES** ★

TRADE AND EXPORT ORDERS WELCOME

RENT N PLAY

SEGA MEGA DRIVE | AMSTRAD GX 4000 | Nintendo | Commodore C 64 GS | SEGA MASTER SYSTEM

CONSOLE CARTRIDGE HIRE FROM AS LITTLE AS £1.50 PER WEEK

SEGA MEGADRIVE		NINTENDO GAMEBOY		SEGA MASTER SYSTEM	
FORGOTTEN WORLDS	£3.50	SUPER MARIO LAND	£2.50	ALEX KIDD SHINOBI	£2.50
ZOOM	£1.50	ALLEYWAY	£2.50	GOLDEN AXE	£2.50
POPULOUS	£4.50	GOLF	£2.50	WONDERBOY	£2.50
BUDOKAN	£3.00	SOLAR EXPRESS	£2.50	DOUBLE DRAGON	£2.50
LAST BATTLE	£2.50	TENNIS	£2.50	WONDERBOY-WONDERLAND	£3.00

TITLES LISTED ABOVE REPRESENT ONLY A SMALL SAMPLE OF CARTRIDGES AVAILABLE FOR HIRE BY MAIL

FOR FULL LIST AND REGISTRATION APPLICATION SEND FORM TO:

RENT 'N' PLAY
P.O. BOX 37
BEESTON
NOTTINGHAM
NG9 1ED

NAME ______________ AGE ______
ADDRESS ______________
____
______________ POST CODE ______

MY COMPUTER CONSOLE IS...


CAPCOM®
MEAN MACHINES
POSTER

KC'S COMPUTER EMPORIUM

37 PINFOLD GATE, LOUGHBOROUGH
LEICS, LE11 1 SG
TEL: (0509) 211799 FAX: (0509) 881600

SEGA GAMEGEAR

SEGA GAMEGEAR	149.95
SEGA GAMEGEAR, GAME AND POWER SUPPLY	179.95
SUPER MONACO	24.99
COLUMNS	24.99
PENGO	24.99
WONDERBOY	24.99

LYNX

LYNX CONSOLE + POWER SUPPLY + CALIFORNIA GAMES	124.99
BLUE LIGHTNING	27.99
CHIPS CHALLENGE	27.99
ELECTROCOP	27.99
GATES OF ZENDOCON	27.99
GAUNTLET	31.99
KLAX	27.99
Ms PACMAN	27.99
PAPERBOY	27.99
ROAD BLASTERS	27.99
SLIME WORLD	27.99
XENOPHOBE	27.99
ZARLOR MERCENARY	27.99

FAMICOM

SUPER FAMICOM + 2 JOYPADS + FREE GAME	345.00
BOMB BUZAL	43.99
F-ZERO	43.99
FINAL FIGHT	43.99
GRADIUS III	48.99
PILOT WINGS	CALL
POPULOUS	CALL
SIM CITY	CALL
SUPER MARIO WORLD	43.99

WE ALSO BUY AND PART EXCHANGE USED CARTRIDGES.
MANY MORE ITEMS FOR OTHER CONSOLES AND COMPUTERS IN STOCK
PLEASE PHONE FOR MORE DETAILS AND ASK FOR **ADAM** OR **PETE**, OR CALL IN TO THE SHOP.

SEGA MASTER

SEGA MASTER PLUS	92.95
HANDLE CONTROLLER	37.95
JOYSTICK	9.99
SEGA PAD	6.99
SEGA CLEANING KIT	14.99
3D GLASSES	36.99
RAPID FIRE UNIT	5.99
AFTERBURNER	28.00
ALTERED BEAST	28.00
BATTLE OUTRUN	28.00
CALIFORNIA GAMES	28.00
CHASE HQ	28.00
COLUMNS	28.00
ESWAT	28.00
ITALIA '90	28.00
NINJA	9.00
PAPERBOY	28.00
PRO FOOTBALL	28.00
PSYCO FOX	28.00
SUPER GRANDPRIX	28.00
TENNIS ACE	28.00
ULTIMA IV	37.00

NAME :
ADDRESS :

POST CODE : TEL :

ITEM COST
£
£
£
£

ADD £1 PER ORDER, PLUS £5 PER CONSOLE FOR p&p SUB TOTAL £
£
TOTAL £

EXPIRY DATE ___/___/___ MM

SIGNATURE
CHEQUE/PO/ACCESS/VISA/MASTER CARD

MEGADRIVE

UK MEGADRIVE + J/PAD	184.95
JPN MEGADRIVE AND 33 GAME	159.95
JPN GAME ADAPTOR	18.00
SCART LEAD	15.00
ARCADE POWER STICK	39.00
JOY PAD	14.95
INFRARED JOYSTICK	33.00
A. PALMERS TOURNAMENT GOLF	33.00
AFTERBURNER II	38.00
ATOMIC ROBOKID	38.00
BATTLE SQUADRON	38.00
BATMAN	38.00
BUDOKAN	38.00
CYBERBALL	33.00
COLUMNS	33.00
CRACKDOWN	33.00
DANGEROUS SEED	35.00
DARIUS II	42.00
ESWAT	33.00
FANTASY STAR II UK	55.00
FINAL ZONE AXIS	33.00
FORGOTTEN WORLDS	33.00
GAIN GROUND	33.00
GHOSTBUSTERS	33.00
GRANADA X	38.00
HARD DRIVIN	38.00
HEAVY UNIT	38.00
HERZOG ZWEI	33.00
ITALY 90	33.00
INSECTOR X	33.00
J. MADDEN AMERICAN FOOTBALL	33.00
MAGICAL HAT	33.00
MICHAEL JACKSON MOONWALKER	33.00
MICKEY MOUSE	38.00
POPULOUS	33.00
RINGSIDE ANGELS	35.00
SHADOW DANCER	35.00
STRIDER	38.00
SUPER LEAGUE BASEBALL	33.00
SWORD OF SODAN	38.00
SWORD OF VERMILION	47.00
TECHNOCOP	38.00
THUNDERFORCE III	38.00
TRUXTON	33.30
TWIN HAWK	33.00
WONDERBOY III	37.00
ZANY GOLF	38.00

GAMEBOY

GAMEBOY + TETRIS	69.00
GAMELIGHT	7.99
GAME PACK CARRY CASE	5.99
GAMEBOY CARRY CASE	7.99
LIGHT BOY	19.99
ALLEYWAY	19.00
AFTERBURST	24.00
BATMAN	24.00
BOXING	24.00
BOXLE	19.00
DOUBLE DRAGON	24.00
GHOSTBUSTERS	24.00
GHOULS AND GHOSTS	24.00
GOLF	19.00
MICKEY MOUSE	24.00
NEMESIS	24.00
PAPERBOY	24.00
QIX	24.00
ROADSTER	24.00
SOLAR STRIKER	19.00
SKATE OR DIE	24.00
SOCCER BOY	24.00
SPIDERMAN	24.00

PC ENGINE

CORE GRAFIX AND BLOODY WOLF	169.95
CD ROM UNIT	299.95
5 PLAYER ADAPT	24.95
XE8 JOYSTICK	29.95
AFTERBURNER II	35.00
BATMAN	35.00
CHASE HQ	35.00
CYBER CORE	35.00
DON DOKO DON	35.00
GOLF	35.00
HEAVY UNIT	35.00
MR HELI	35.00
NEW ZEALAND STORY	35.00
OPERATION WOLF	35.00
POWERDRIFT	35.00
PSYCHIC CHASER	35.00
SIDE ARMS	30.00
SPLATTERHOUSE	35.00
ST DRAGON	35.00
WONDERBOY IN MONS	35.00
WONDERBOY III CD	36.00
W-WING	35.00

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

WIN! WIN! WIN! WIN! WIN!

WIN! WIN! WIN! WIN! WIN!

THE ALL NEW FORMAT COMPETITIONS FROM

PLAY TO WIN

(so slick they even tell you if you got it right)

SEGA MEGADRIVE
0839 - 121111
the sizzling 16 bit console

SOFTWARE BONANZA
0839 - 121130
£200 worth for you to choose

SEGA GAMEGEAR
0839 - 121109
the sensational handheld

PC ENGINE
0839 - 121178
imported just for you!

The more entries you make, the better your chances

PLUS PLUS PLUS PLUS PLUS PLUS PLUS

Ring any of the above lines for details of our great March bonus draw the prize up for grabs a *NINTENDO SUPER FAMICOM*

all calls last approx. 4 mins. one prize per competition
calls are charged at 33p per min. cheap rate and 44p per min. all other times
if you are under 18 please get permission to use the telephone

PLAY TO WIN, 159 STRATHMORE AVENUE, LUTON, LU1 3QR
TEL: 0582 413943. WE ALSO SELL EVERYTHING!!

WIN! WIN! WIN! WIN! WIN! WIN! WIN!


MEAN MACHINES
POSTER


BY PARK PLACE PRODUCTIONS TEAM AND JOHN MADDEN
JOHN MADDEN
AMERICAN
FOOTBALL
ELECTRONIC ARTS™
DEFENSE MINNESOTA CHOOSE
OFFENSE HOUSTON CHOOSE PLAY
DEEP OUTS
FLAG LEFT
FB DRAW
DWN TO GO YARD
1 10 26
HOUSTON
MINNESOTA
TOTAL


1941™
COUNTER ATTACK
©1990 CAPCOM ALL RIGHTS RESERVED



Seen the review of the Sega Master System version of Speedball? It's one of the best two-player games you're ever likely to play, so go and read about it now!

Read it now. Good. How would you like to win a copy? Well, here's your opportunity in this super competition courtesy of those lovely Mirrorsoft people, the brains behind Speedball.

But they're not just going to give away a copy of Speedball. They're also giving away a Megadrive to the lucky winner of this competition. Eh? But how is the winner going to play Speedball, then? Ah, have no fear, for those clever said Mirrorsoft people have already thought of that and will also give away a Power Base converter to let you play Sega Master System games on the Megadrive! Brilliant, eh? And what a load of prizes!

So what have you got to do to stand a chance of winning these prizes, then? Well, we want you to draw a picture for us. What of? Well, a mean 'n' meaty sports person of the future. It could be a future footballer with extra robo legs. Or a boxer with specially grafted-on muscles and a steel plate in his head. Use your imagination and come up with some ideas that are really original. And don't worry if you're rubbish at drawing, we're looking for the most interesting ideas rather than any sort of technical merit.

So get your special scribbling trousers on and send your pics to: I'VE DRAWN MY PANTS OFF SO DELIVER MY PIC BEFORE I'M ARRESTED COMP, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The closing date is March 29th, so get your entries in before then, okay?

By the way, entries cannot be returned.

SUBSCRIBE!

We've had literally hundreds of inquiries about getting together a subscription to MEAN MACHINES. So we've done it. And not in just any old fashion. Oh no! We want to give you readers the best offer possible - so we've done it!

To get a full 12 month's subscription (and that means 12 issues) all you have to pay for is the price of eleven issues (the same price you'd pay for them in the shop). The 12th issue and all the postage and packing is taken care by us!

Brilliant, eh? Saving you loads of money so you can put it towards the next mega console game! Are we generous or what?

The price of the subscription is only £19.25 (if you live in the UK), £32.00 if you live in an EEC country other than Britain) and £39.00 for the rest of the world.

How do you subscribe? Just fill out the form below, enclose a cheque/postal order/international money coupon and send it off to: MEAN MACHINES SUBSCRIPTIONS, PO BOX 300, PETERBOROUGH, PE1 5TQ.



HERE ARE THE REASONS WHY YOU SHOULD SUBSCRIBE TO MEAN MACHINES:

YOU'LL BE THE FIRST TO GET MEAN MACHINES - EACH ISSUE WILL BE PRIORITY MAILED TO YOU SO YOU'LL GET IT EVEN

BEFORE IT'S ON SALE IN THE NEWSAGENTS!

YOU'LL NEVER HAVE TO GO DOWN TO THE NEWSAGENTS TO GET YOUR COPY ONLY TO FIND OUT THAT THEY'VE SOLD OUT.

YOU'LL NEVER MISS AN ISSUE - VITALLY IMPORTANT IF YOU WANT TO KEEP UP WITH WHAT'S NEW ON THE CONSOLES SCENE!

YOU GET 12 ISSUES, BUT YOU ONLY HAVE TO PAY FOR 11!

WE'LL BE RUNNING SPECIAL SUBSCRIBER COMPETITIONS IN THE FUTURE WHICH ONLY SUBSCRIBERS WILL BE ELIGIBLE FOR!

WE'LL HAVE SPECIAL OFFERS FOR SUBSCRIBERS!

IT'D BE THE BEST PRESENT YOU COULD EVER GET - 12 MONTH'S SUPPLY OF THE GREATEST CONSOLES MAGAZINE IN THE ENTIRE UNIVERSE!

I WANT SUBSCRIPTION AND I WANT IT NOW! SO I HAVE ENCLOSED A CHEQUE/POSTAL ORDER/INTERNATIONAL MONEY MADE PAYABLE TO EMAP PLC ORDER FOR:

£19.25 (UK SUBSCRIPTION) ....
£32.00 (EEC COUNTRIES ONLY) ....
£39.00 (REST OF THE WORLD) ....

OR CHARGE MY VISA/ACCESS CARD. MY NUMBER IS:..

NAME..

ADDRESS..

....

POST CODE...

SEND YOUR SUBSCRIPTION TO: MEAN MACHINES SUBSCRIPTIONS, PO BOX 300, PETERBOROUGH, PE1 5TQ

PLEASE NOTE: SUBSCRIPTIONS WILL BE PROCESSED AS QUICKLY AS POSSIBLE, BUT YOU SHOULD ALLOW 28 DAYS FOR THE ORDER TO BE PROCESSED AND EXPECT TO RECEIVE THE FIRST AVAILABLE ISSUE AFTER THAT.

TOP 10 CHARTS

MEGADRIVE

1	◀	GOLDEN AXE
2	◀	REVENGE SHINOBI
3	◀	POPULOUS
4	NE	JM'S FOOTBALL
5	▼	FORGOT'N WORLDS
6	NE	WC ITALIA 90
7	◀	BUDOKAN
8	▼	GHOULS 'N GHOSTS
9	NE	SUPER MONACO GP
10	NE	AP'S GOLF



Monaco GP roars into ninth place, and will undoubtedly climb further.



Palmer's Golf benefits from its appeal to Dads, and climbs into the charts.

MEGADRIVE

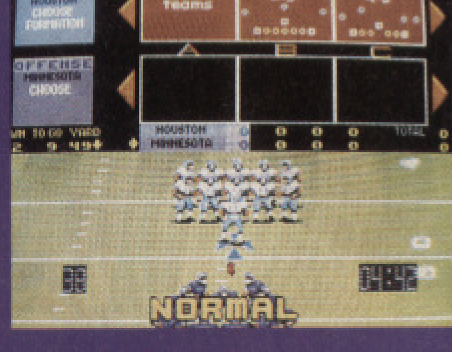
Huzzah! The charts are rockin' and rollin' this month, with loads of super new entries all boilin' and roilin' in the hazy, crazy top ten. The top three are all just like they were last month - bo-o-o-ring - but John Madden bursts in at number four like a fifteen ton blancmange. Further down there's plenty of new faces in the guise of World Cup Italia 90, Super Monaco GP and Arnie Palmers Golf.



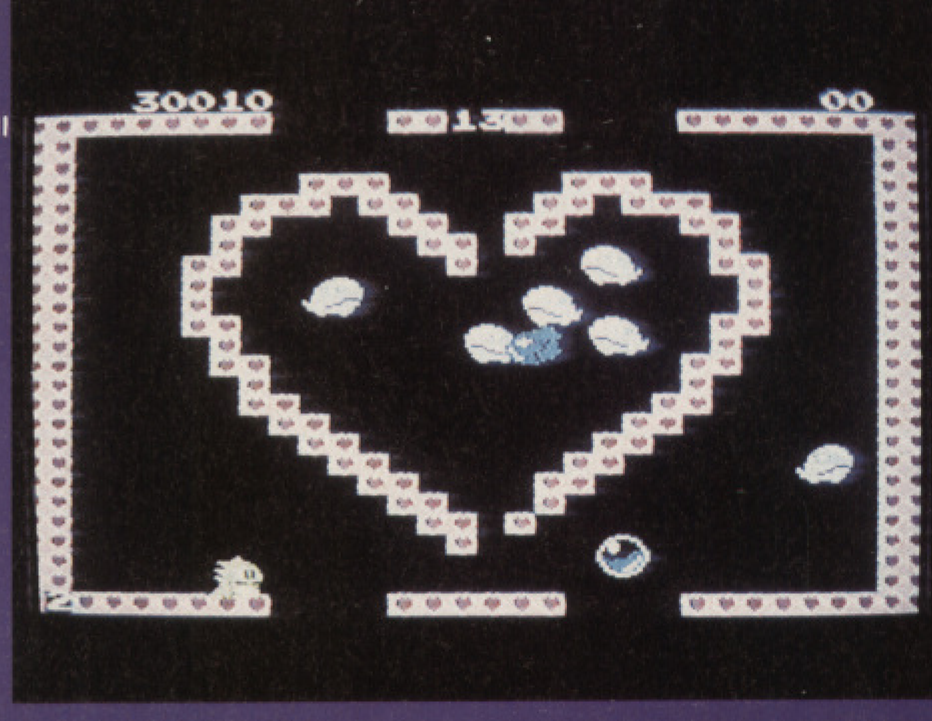
It's still there! Golden Axe surprisingly hangs on to top place again.

PREDICTIONS

MEGADRIVE: JOHN MADDEN'S
SEGA: COULD BE WONDERBOY III
NINTENDO: TURTLES







ALL FORMATS

NINTENDO

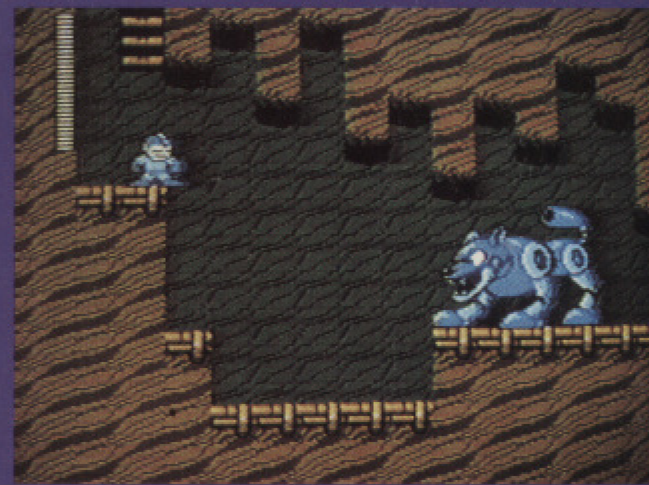
1	▶	MUTANT TURTLES
2	▲	DOUBLE DRAGON II
3	NE	SUPER MARIO II
4	▼	BATMAN
5	▲	ADV OF LINK
6	▲	LEGEND OF ZELDA
7	▼	TRACK AND FIELD II
8	NE	MEGAMAN
9	▼	BUBBLE BOBBLE
10	◀	COBRA TRIANGLE

NINTENDO

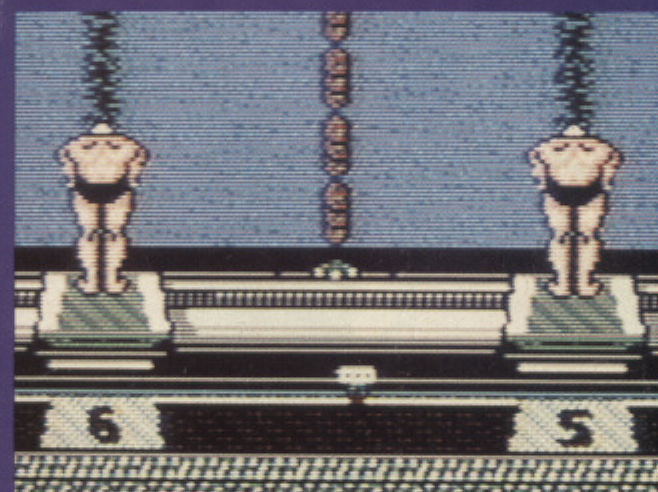
The green hero-types hang onto their numero uno position, but can Double Dragon II beat them from their numero two-o position? Who knows? Not us, fer sure. The rest of the charts are the same bunch of familiar faces we've been seeing over the last couple of months - even the new entry is an old game. Let's hope there's some new stuff next month, eh?

▼ *Will the bubble burst next month?*





▲ *Megaman uses his bubble lead to gain entry to the charts.*



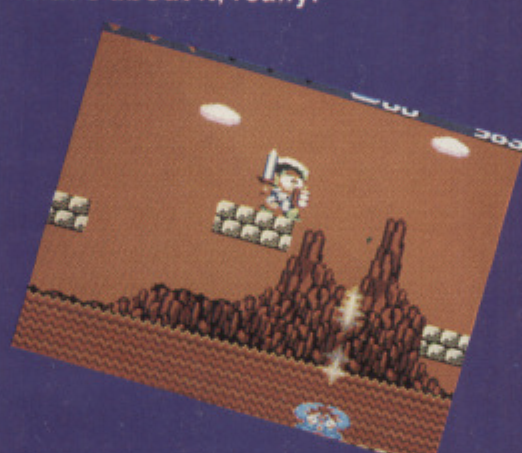
▲ *Show off your posing pouch with Track and Field II.*

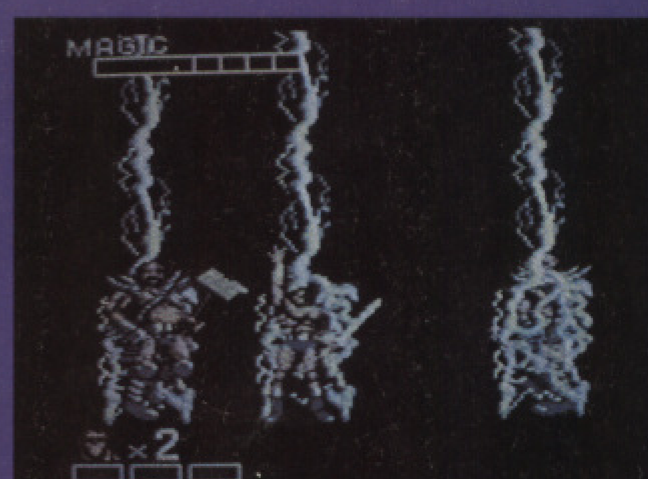
SEGA

1	◀	GOLDEN AXE
2	▲	WONDERBOY III
3	▲	NINJA
4	▼	CHASE HQ
5	▲	OPERATION WOLF
6	NE	WC ITALIA 90
7	NE	SUPER MONACO GP
8	NE	COLUMNS
9	▲	GOLFAMANIA
10	▼	WORLD SOCCER

MASTER SYSTEM

Golden Axe is still at the top - buy something else you boring poo-bags. Wonderboy III thunders up the charts, and budget-priced Ninja surprises everyone by creeping up to number three. The utterly rubbish World Cup Italia 90 plops into the number five slot, and plops is definitely the operative word, and the far more deserving Super Monaco GP and Columns come straight in at six and seven respectively. And that's about it, really.





▲ *Yawn, yawn. Golden Axe defies reality and is still listed as top dog.*



▲ *Woof, woof. The unplayable WC Italia enters at number six.*

GHO



COMMENT



MATT

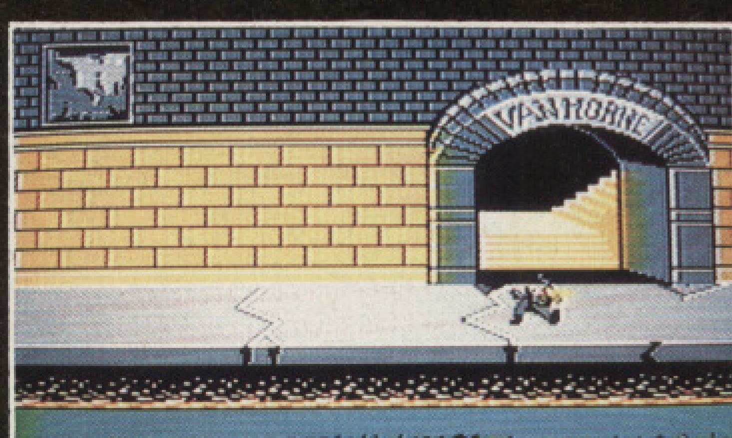
Ghostbusters fails to impress me in any way. The graphics are bland in the extreme, the sound is a tinny reproduction of the theme music, and the gameplay is monotonous. The blurriness of the screen is distracting, and the game simply switches from left to right scrolling to right to left scrolling - not very exciting or original. Only one level stands out as being anything other than average, and I'm afraid that isn't enough to push the game past the dodgy situation it finds itself in. So although Ghostbusters II can be fun for a short while, I can't honestly recommend it as a purchase.

Five years after their heroic victory over Zuul and Gozer the Destructor, the Ghostbusters find themselves in dire straits (playing lead guitar, presumably). The city of New York is suing them for the damage caused during the battle, and public opinion has turned against them - so there's no work coming their way. Things are desperate, and the 'Busters need an emergency to save their jobs....

The first level of the game takes place in the sewers under the city, where one (it's unclear which) of the heroes travels through the slimy place, zapping ghoulies and avoiding giant spiders and disembodied hands. Once this section is cleared, it's into the Ectomobile and through the tenement buildings.

Hosts of ghosts attack, and the Ectomobile can fire and jump (?!?) to bypass foes and obstacles. After that, the action moves to the museum which has to be cleared of spooks. A walking Statue of Liberty makes an appearance, and then it's on to the final showdown with Vigo...

Splat! He slimed me!





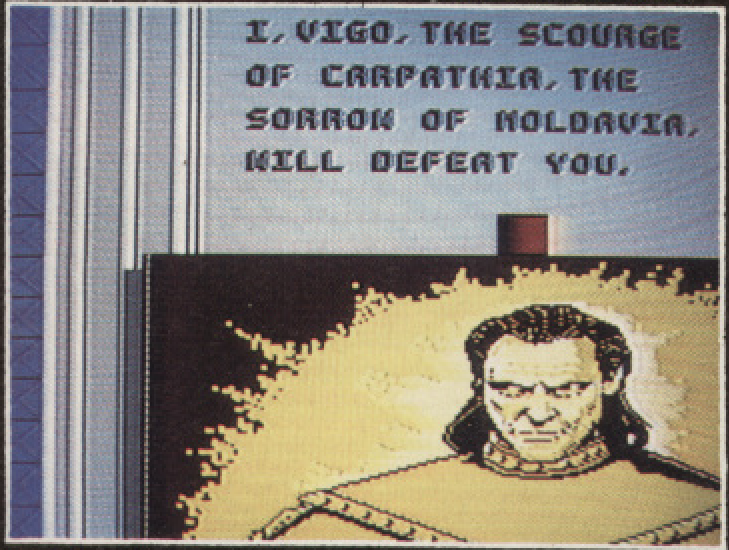
OSTBUSTERS II

BUSTIN' MAKES YOU FEEL GOOD

Released just over a year ago, Ghostbusters II was the rather disappointing sequel to one of the biggest-grossing comedies of all time, the 1984 mega-hit Ghostbusters. It once again starred Bill Murray, Dan Akroyd, Harold Ramis, Ernie Hudson and Rick Moranis bustin' ghosts in New York, but sadly the film simply failed to deliver the laughs and fun of the original movie. If you're after a good evening's entertainment, rent the Ghostbusters video instead.



Doesn't he do a lot of talking for a dead guy.

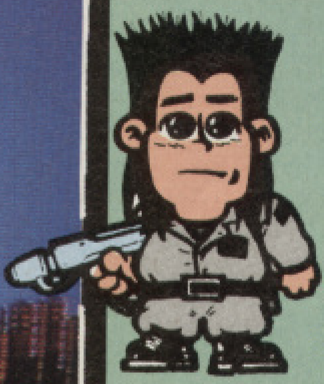


You lose... and Vigo's mug leers over The Big Apple.





COMMENT



JULIAN

I didn't think that this was all that bad as games go. It's pretty challenging, and is enjoyable in a frustrating sort of way (there are lots of horrible surprises to catch out an unsuspecting player) and there's plenty of variety so that you won't get bored quickly. However, I must admit that if I was forking out my hard-earned cash for it, I'd expect better visual and aural presentation. The graphics are feeble, with blocky, poorly animated sprites and naff backdrops and the sound is very average. A shame, really, when you consider that Ghostbusters II is actually fun to play. Take a look by all means - but don't expect to be bowled over.



BY: NINTENDO
PRICE: £34.99
RELEASE DATE: MAR
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 2
SKILL LEVELS: 1
RESPONSIVENESS: GOOD

1-2 PLAYERS

PRESENTATION 82%
Generally quite good, the still screens revolve around the plot of the film with pictures of Vigo and the team.

GRAPHICS 49%
Ugh! Blocky sprites jerk their way around the screen in front of poorly-represented backgrounds.

SOUND 45%
The Ray Parker Jr tune is neatly massacred and there are also horribly tinny spot effects.

PLAYABILITY 68%
The action is tough, but is straightforward enough to let you easily get into the game.

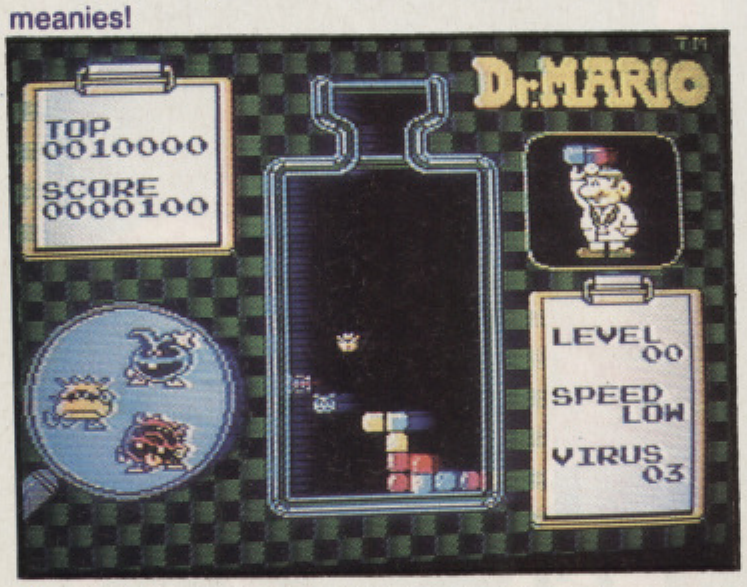
LASTABILITY 51%
Quite tricky to master, and there's plenty of variety. However the lack of originality plus the poor visuals detract from the lasting appeal.

OVERALL 57%
A potentially good game ruined by awful graphics and sound. Try before you buy.



Mario's been involved in some pretty wild adventures of late what with the Nintendo Super Mario series, but with this all-new puzzle game, Mario's moved into medicine! And a good thing he has too, because one of the experiments in the Mushroom Kingdom Hospital has gone drastically wrong and horrid viruses are spreading everywhere!

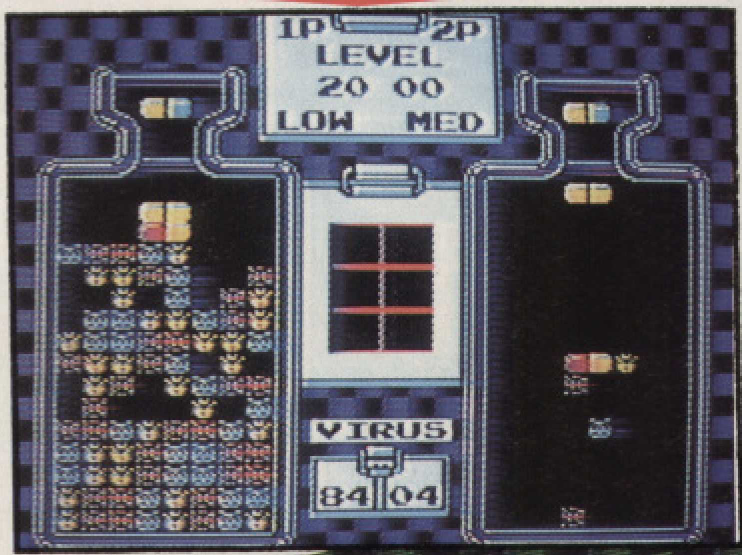
Luckily good old Mario has developed a super vitamin with which to combat the menace - but he needs your help in dealing with the molecular meanies!

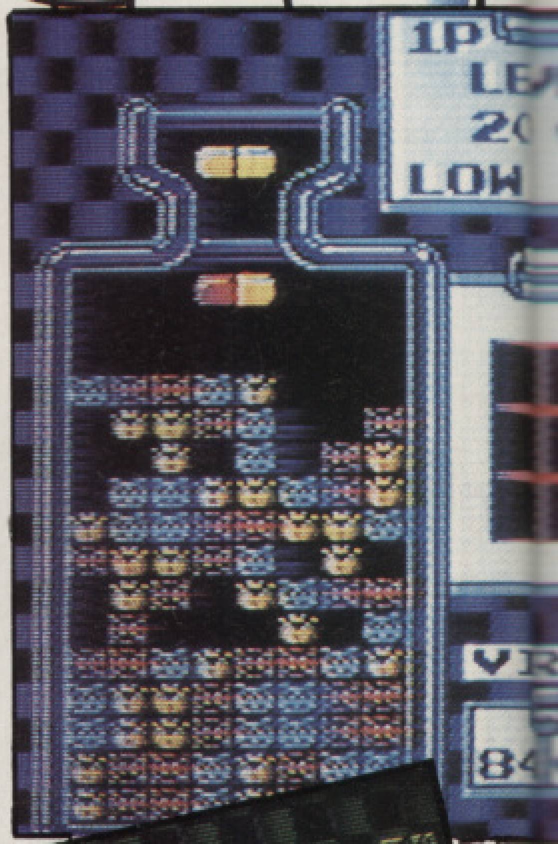


▲ *Mario prepares to hurl a purple and blue tablet into play!*

GERM BUSTIN'!

To anyone who has played Columns on the Sega or Megadrive, the main gameplay will be rather familiar. Mario chucks down pills of two colours and it's your job to arrange them in rows of four or more of the same colour. Include a virus in the chain and it'll vanish! The object of each round is to rid the jar of all the germs - it's as simple as that...





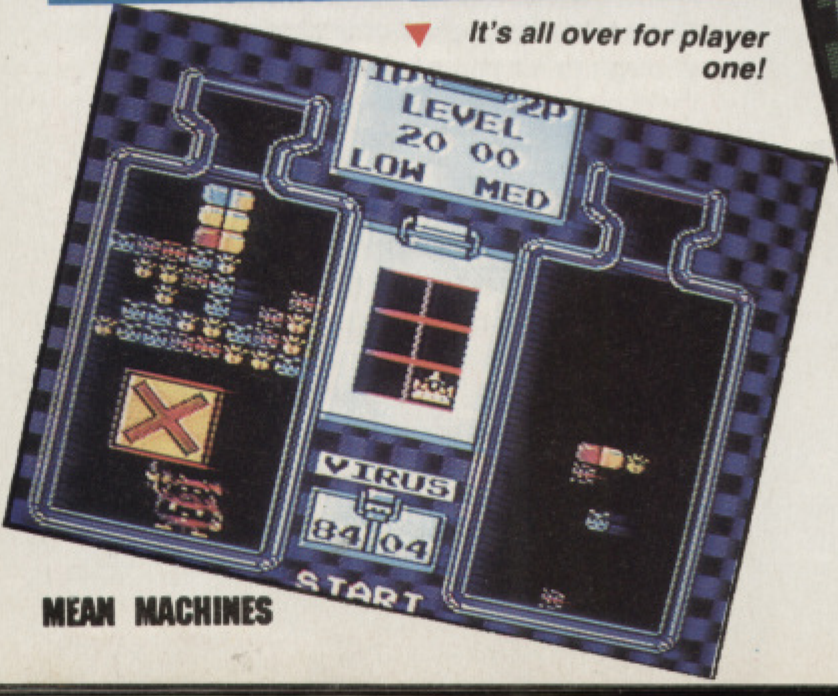
COMMENT



MATT

At first sight this appears to be yet another Tetris clone. Investigation reveals that the gameplay is considerably different - destroying the viruses (that should be viri, but I'm a smartass) (*well, according to my Collins English Dictionary it IS viruses, but then I'm a smartass too* - Jaz) is a tricky procedure that requires a strategy that's close to - but not the same as - Columns. As with all puzzle games, Dr Mario has a problem with its long-term playability; it's great fun for a while, but you'll be bored with it soon. However, it's definitely one to be dug out of the cupboard on regular occasions, in the same way as Tetris and Columns. Still, it's a must-buy for all puzzle fans.

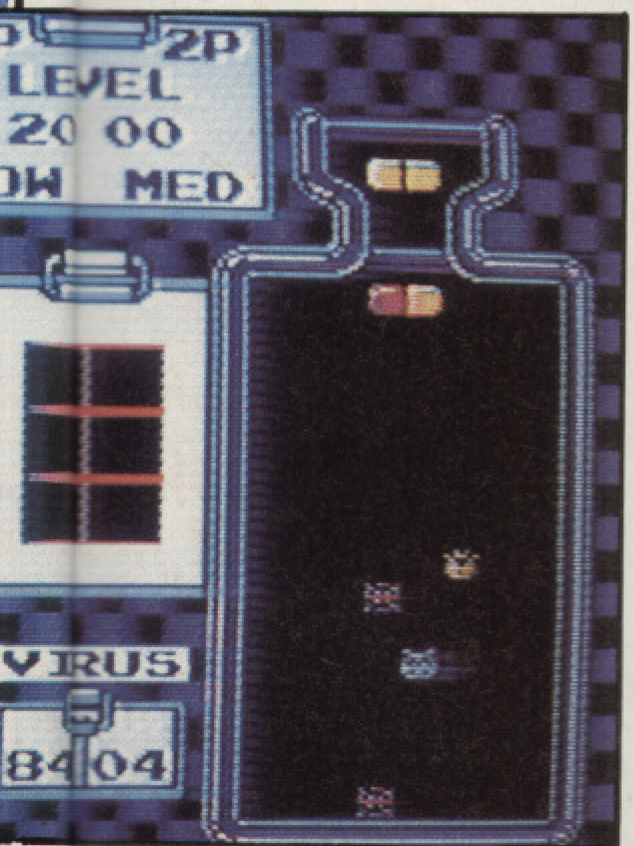
▼ *It's all over for player one!*

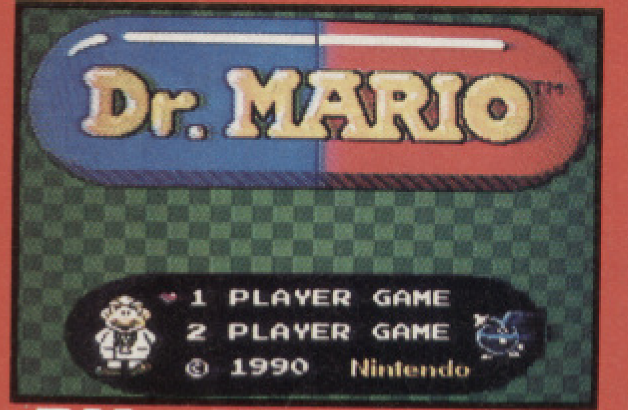




MARIO



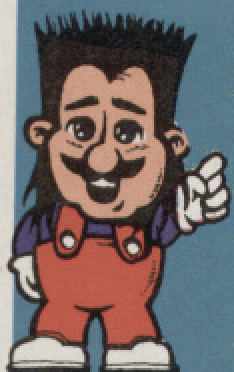




BY: NINTENDO
PRICE: £34.99
RELEASE DATE: MAR
GAME DIFFICULTY: EASY/MED
LIVES: 1
CONTINUES: 0
SKILL LEVELS: 20
RESPONSIVENESS: GREAT

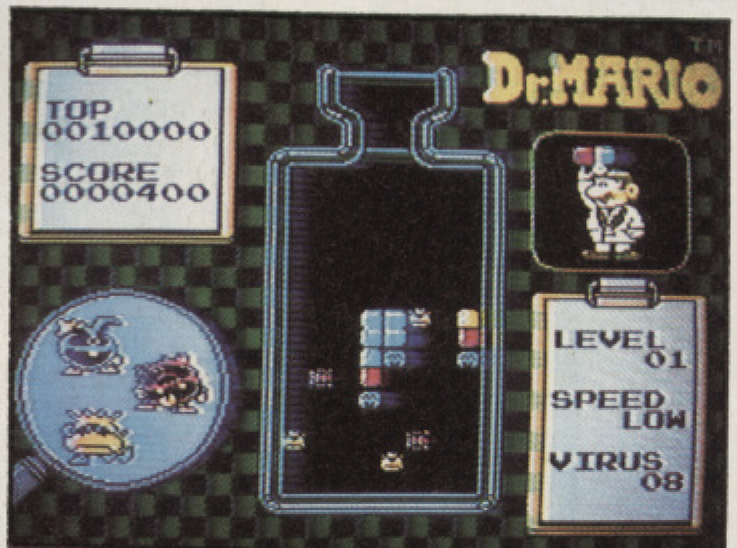
1-2 PLAYERS

COMMENT



JULIAN

I liked Columns a lot, but in places it was ridiculously easy. But Dr Mario's even better, what with dealing with all the germs as well as creating the columns. When you first start playing, clearing the screen of germs is quite a tall order but once you've got the hang of it, there's tons to keep you glued - like creating cunning multiples for example. Dr Mario is a mega-addictive game that certainly deserves a place in any NES owner's collection, although if you're after a single puzzle game to keep you occupied, Tetris still rules.



▲ *Line up this tab and get rid of the blues.*

TWO CAN PLAY AT THIS GAME!

Simultaneous two-player action addicts will be pleased to know that Dr Mario allows two aspiring medics to play head-to-head! Two medicine bottle appear on the screen and the object of the game is much like the one-player game, except that if you manage to eliminate two or more rows or columns at once, some obstructing random pieces will fall down into the opponent's bottle!

MARIO MADNESS!

If you're fretting over the fact that Mario's hung up his trendy dungarees and cap for a surgeon's costume, then have no fear! Super Mario Brothers 3 is penciled in for a UK launch later on this year, and from what we've seen of it, it's a veritable NES cartridge masterpiece featuring tons of levels and plenty of platform puzzling. Also, Mario fiends will be pleased to hear that he's also got his own new game on the mega Super Famicom - and it's amazing! Turn to page 84 for the juicy details!

PRESENTATION 74%

Loads of options very similar to Tetris, though there isn't that much in the way of presentation screens.

GRAPHICS 72%

Very simple, but they serve the purpose well enough.

SOUND 78%

A choice of two terrific tunes - "Fever" and "Chill" (groan!).

PLAYABILITY 91%

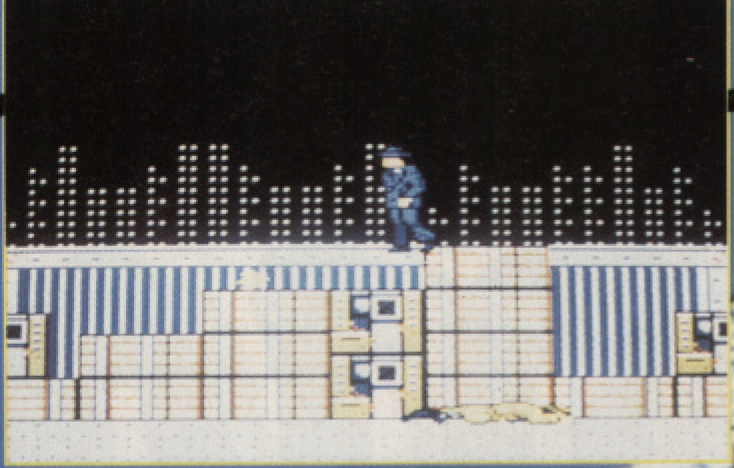
Matching up the pills and eliminating the germs is a great laugh and instantly addictive.

LASTABILITY 87%

The task never seems to grow stale - this'll have you coming back for months!

OVERALL 88%

A really addictive NES puzzler that more than deserves purchase.



▲ *Dick's as dead as a doornail.*

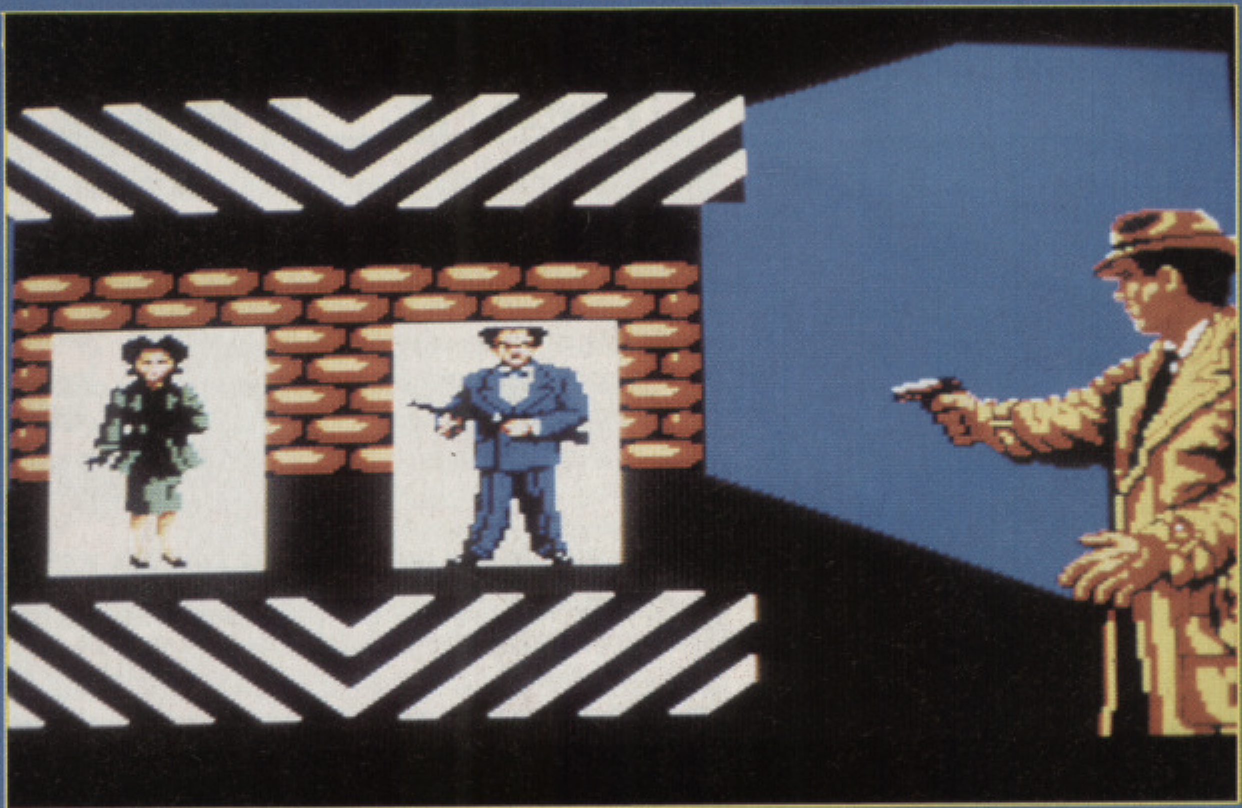


Big Dick's in town! Sworn to eradicate crime, the vigilante Private Investigator has decided to meander the environs in search of mendicants, panhandlers, and buskers. Well no, he's actually after Big Boy, Flattop, Itchy, and other crooks with silly names in order to clear the city of their evil presence (and appalling body odour).

A horizontally scrolling game, Dick Tracy is set over 18 levels of action, starting outside the police station and progressing to the underground HQ at the end of the game. Dick walks along, and is able to punch or shoot the villains in his path, as well as spray bullets from his tommy gun at those foes in the distance. Other levels have our hero standing on the running board of a car, trying to survive the hail of lead coming in his direction.

Bonus stages appear from time to time, where Dick shoots pop-up targets for extra points - providing he doesn't hit too many good guys! This also gives a welcome break during the eighteen levels.

Although he has unlimited bullets in his revolver, Dick only has up to three magazines for the tommy gun. So accurate shooting is needed if the man in the yellow mac is going to triumph over the forces of evil.



▲ *The bonus shooting-gallery level - kill the bad guys!*



▲ *Dick sprays the road to eliminate the baddies.*

BIG SCREEN DICK

Warren Beatty's portrayal of the classic comic character on the silver screen received a mixed welcome from the critics and the public. Beatty insisted that the movie was filmed in as close to four colours as possible (comic books in the States were printed in four colours). Many famous actors appeared in cameo roles, such as Al Pacino, Dustin Hoffman, and Danny Kaye. It failed to make as much money as hoped - probably because Tracy is not as internationally famous as, say, Batman.









▲ After a heavy shooting, Dick wilts to the floor.





▲ Fist action gets rid of any malingering gangsters.

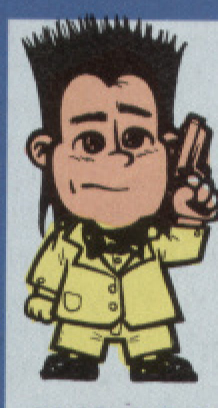


▲ Tracy can climb the trains as well as walk the streets.





COMMENT



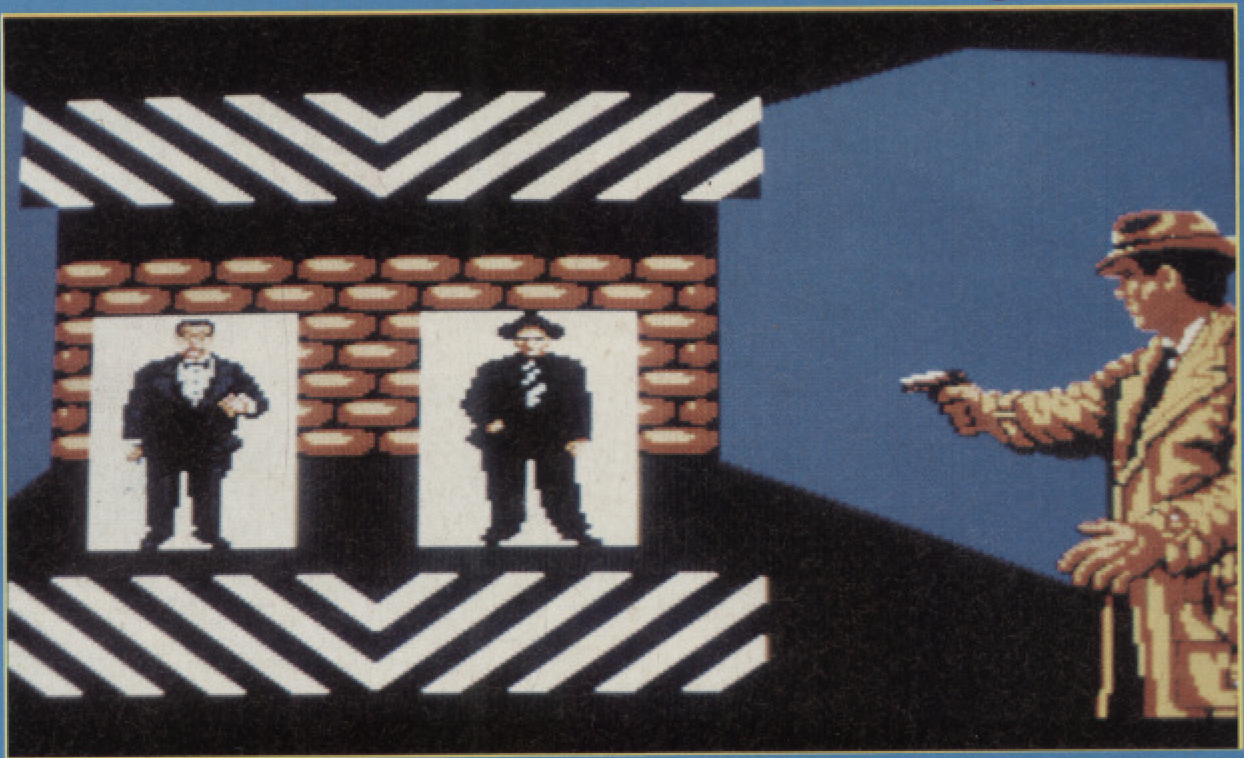
JULIAN

Dick Tracey takes a bit of getting used to, since it has rather slow joypad response and a slightly strange control method, but once you get over that first hurdle, you find an addictive and challenging game hiding beneath. Although there's not a lot of variety, I found the reaction-testing gameplay thoroughly enjoyable since you've got to watch several things at once. There's plenty here to please shoot 'em up fans, and the graphics are very similar to the four-colour film. If you're after a good blast, check this out.

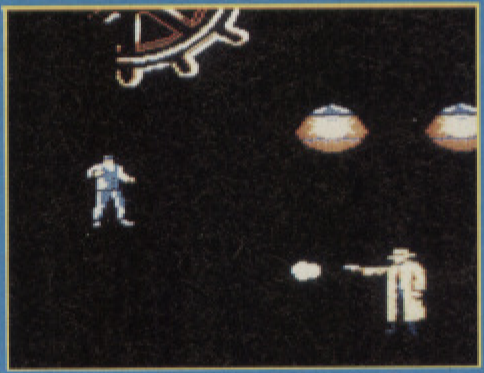


DICK SHOOTS OFF

The bonus level consists of cardboard pictures, portraying civilians, gangsters and policemen, that spring up every couple of seconds in a random order. The player must quickly shoot the bad guys, taking care not to kill any of the civilians or cops. It's worth taking a second or so to check targets before opening fire!

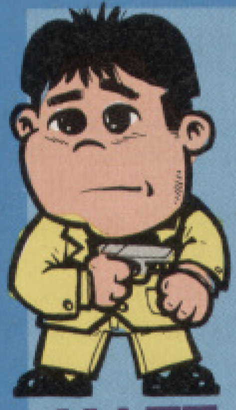






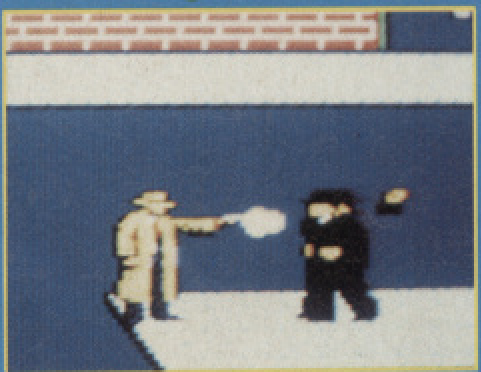
▲ Daring Dick delves deep in dark dungeons.

COMMENT

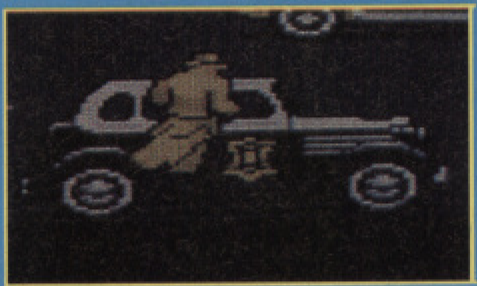


MATT

My initial impressions of this game were high, as I like the small, detailed sprites that are used. The high number of levels and sub-levels is also a plus, with the varying modes of transport and backgrounds adding to the appeal of the game. However... the product is let down by a number of things. For a start, the control is slow and unresponsive, and therefore Dick can't avoid bullets in the way he should be able. The levels become repetitive in a very short period of time, so the number of them becomes irrelevant - a hundred levels of the same thing would hardly make a good game! This isn't an atrocious game, but simply one that lacks the "oomph" to make it something special.



▲ Tracy battles for his very life!





BY: SEGA
PRICE: £29.99
RELEASE DATE: APRIL
GAME DIFFICULTY: MEDIUM
LIVES: 3-6
CONTINUES: 0
SKILL LEVELS: 4
RESPONSIVENESS: SLOW

1-2 PLAYERS

PRESENTATION 76%
A comic-like intro shot establishes the mood of the game, and panels with speech bubbles appear between levels.

GRAPHICS 79%
The sprites are small, but nicely detailed and animated. The backgrounds are simply coloured - rather like the sets in the film.

SOUND 67%
The sound is nothing to write home about, but performs its task in a workmanlike fashion.

PLAYABILITY 78%
The responsiveness severely affects the play; the levels become repetitive after a while.

LASTABILITY 72%
Eighteen levels provides a tough challenge, although they're all basically very similar in gameplay style.

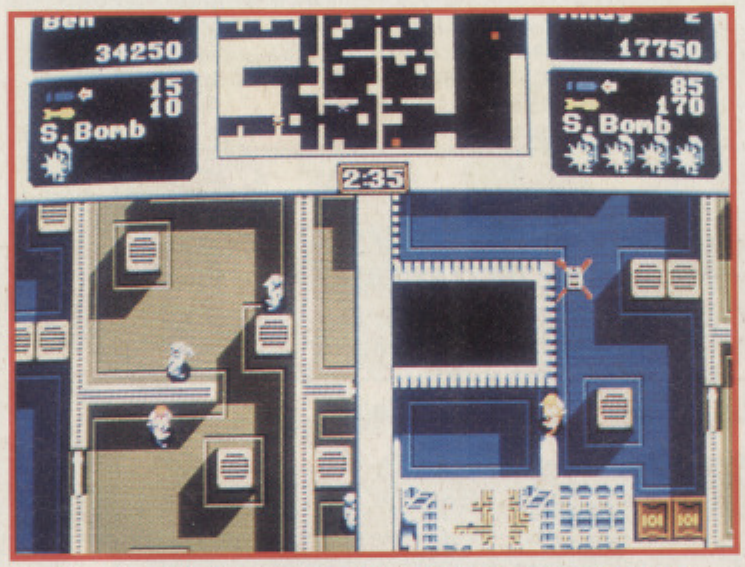
OVERALL 77%
An enjoyable and pretty addictive film tie-in which is bound to appeal to shoot 'em up fans.

CRAC
DOW

The situation is critical. The evil Doctor K has created an army of deranged replicants in order to take over the world, and only two men can stop him - Andy Attacker and Ben Breaker (where do they get these names? - Jaz), the top soldiers of the CIA's special Crackdown force.

Each is armed with a machine gun, several super bombs, a set of explosives and their wits, and the two super-soldiers must negotiate their way through a series of multidirectionally scrolling levels of progressively more numerous and nasty enemy forces, planting explosives at certain points marked with a large red "X". Once all the charges are set, they must exit the level before the bombs go off.

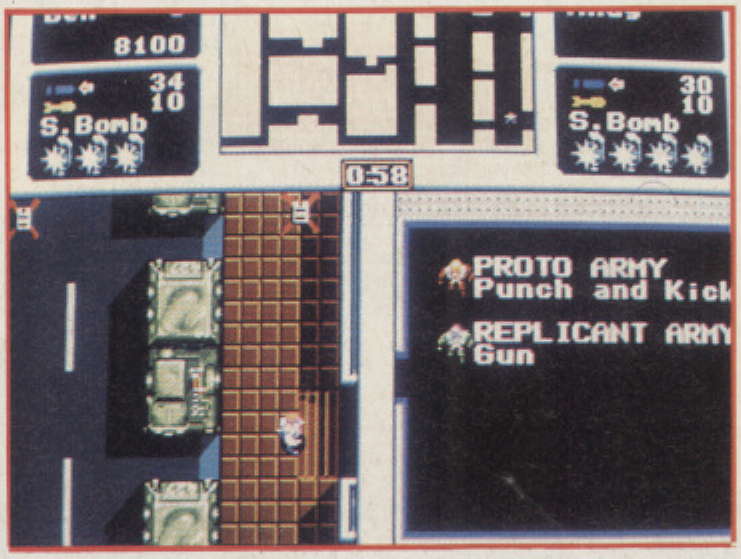
If Ben and Andy finally make it through to Doctor K's lair, the good doc has a final surprise for them - a giant, planet-eating goat-headed demon, ready to be unleashed upon the world...



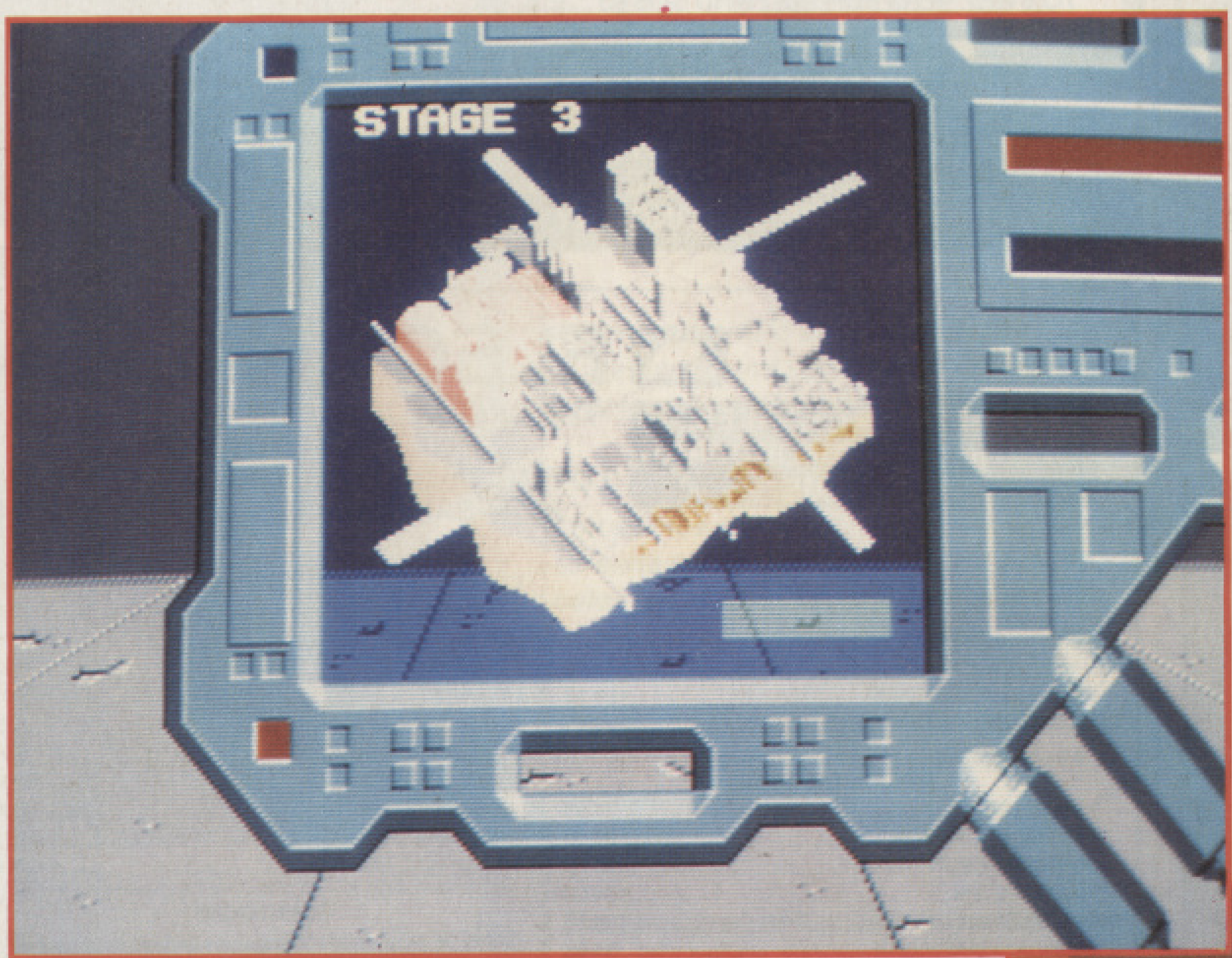
▲ *One bomb down, and the boys have split up!*

COIN-OP CRACKING

The Sega coin-op from which this is converted is a very interesting piece of arcade hardware - not featuring the sprite expansion system of previous Sega 3D coin-ops, but the rather flash System 24, with an improved colour palette, a better sound system, and a whopping great 26" screen! Although not exactly an epic coin-op by today's high standards, Crackdown is still an entertaining and highly enjoyable machine and is definitely worth a few plays.

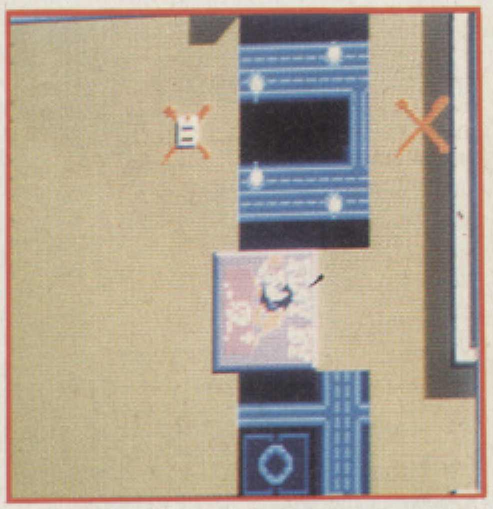


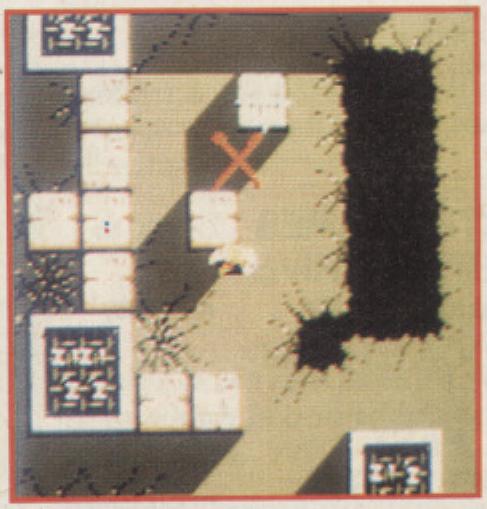
▲ *Where's a traffic warden when you want one?*

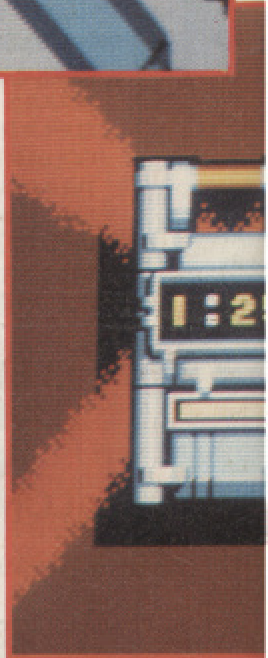


▲ *The map for stage 3 - the city!*

▼ *"X" marks the spot!*

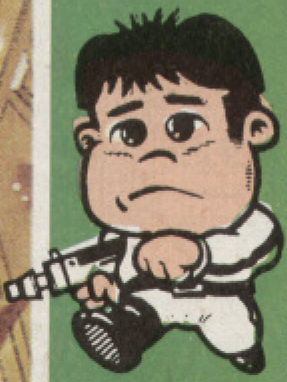






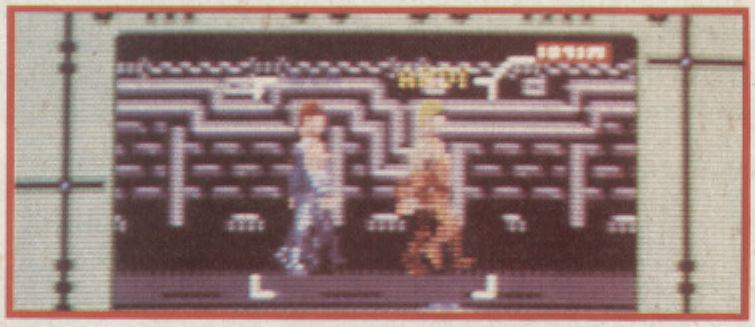


COMMENT



MATT

Crackdown was a fun coin-op to play, and more than reminiscent of the Gauntlet series. The Megadrive version retains almost all of the arcade's playability, but with slightly smaller graphics - hardly surprising, considering the size of the coin-op's screen! The sound is good, and fits the bill nicely - lots of explosions and the like. If you enjoyed the coin-op, you'll certainly enjoy this, so go forth now and purchase it pronto.



▲ *Dr K keeps an eye on our heroes.*

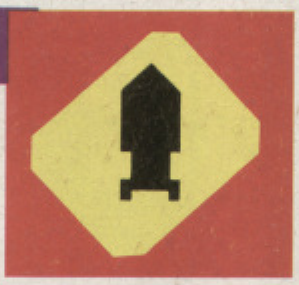
POWER-UPS



GRENADE

Gives you a lovely grenade for blowing up things with.

SHOT



Gives you even better destructive powers.



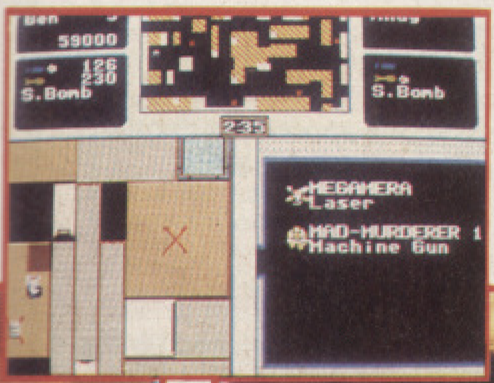
AMMO

What else? Adds extra ammo to your supply.

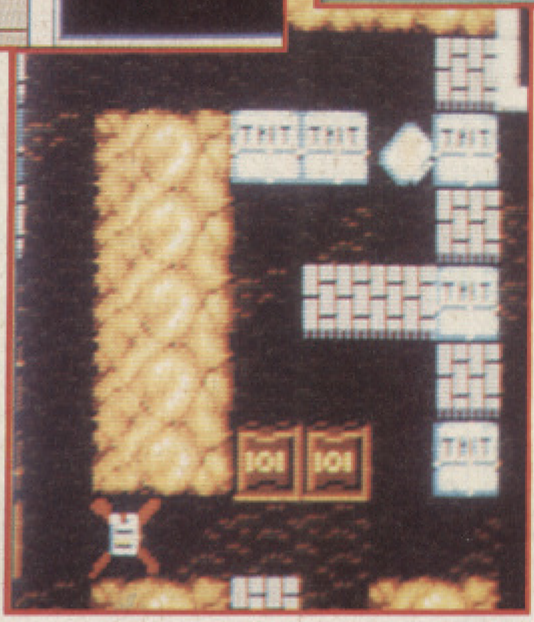


▲ *Ben and Andy - they're that hard!*

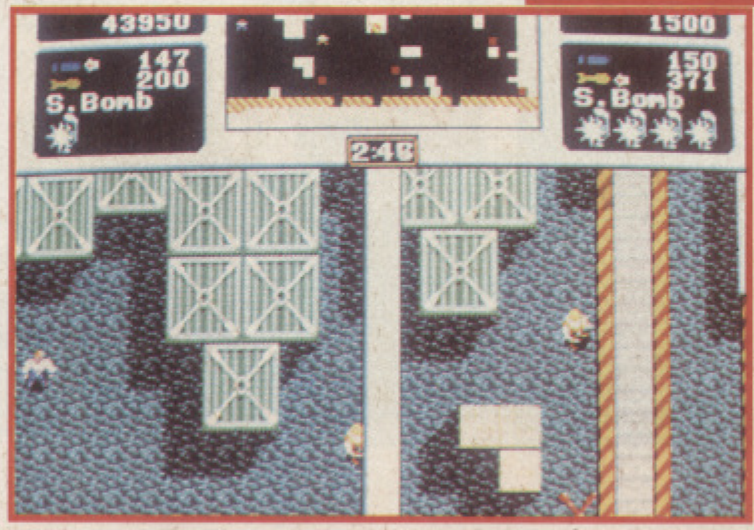
▼ *Get to that bomb marker!*

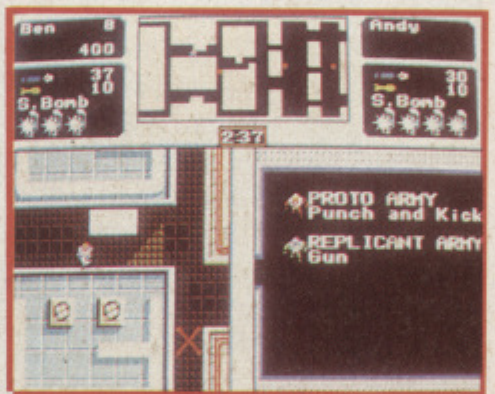






▼ *Where'd everybody go?*



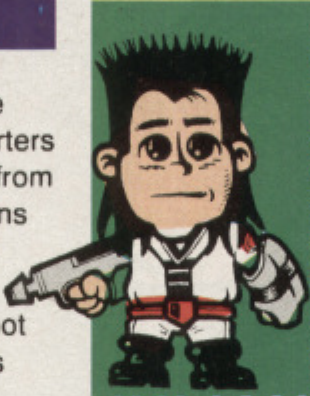




GREY IMPORT WARNING

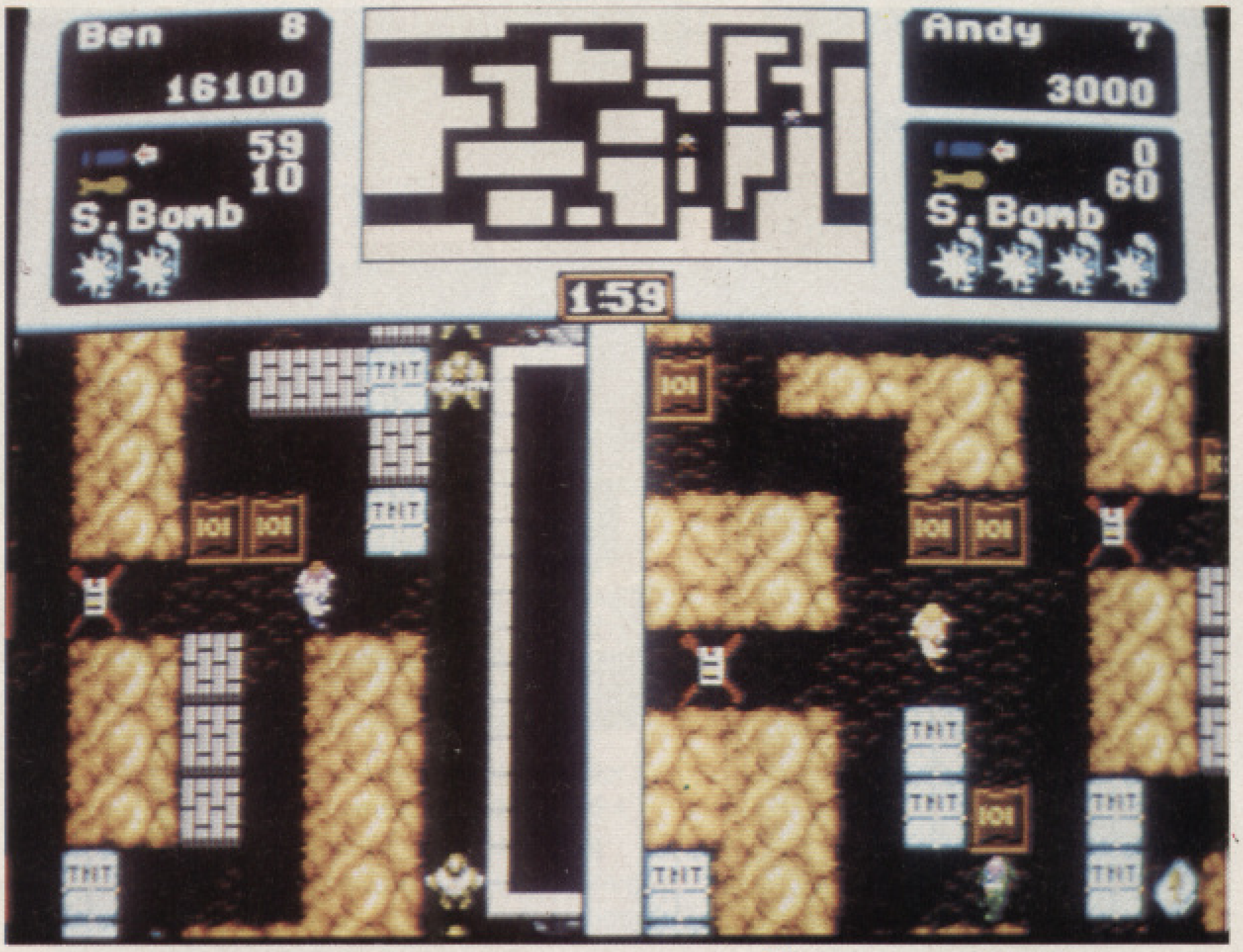
At present this is only available from Megadrive software importers and is NOT officially available from Sega in this country. This means that the game will work fine on Megadrives that have been imported from Japan, but will not work on official UK Megadrives unless you have a Japanese games adaptor (available from mail order import companies) or your machine has been modified (which we do not recommend you do as this invalidates your warranty).

COMMENT



JULIAN

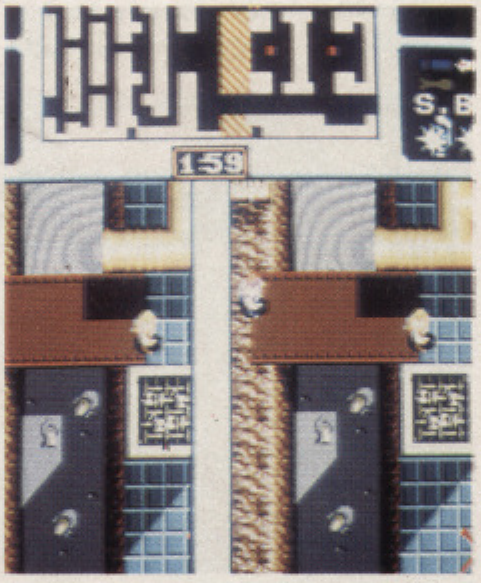
I enjoyed playing this great arcade conversion - it features a tense and exciting atmosphere as you sneak around the levels planting bombs and avoiding baddies. The graphics are small, but perfectly formed, and the sound and presentation are reminiscent of the coin-op original. The only thing that disappointed me was that the game slows down when two players are participating simultaneously - a bit annoying, since this IS supposed to be a two-player game! Still, this doesn't ruin the enjoyment too much, and the game is well speedy with one player, which is the way most gamers will play it anyway.



TWO-PLAYER MAYHEM

Ben and Andy may be almost clone-like in their appearance, but each has their own particular strengths and weaknesses. Both are skilled in the use of firearms, but Ben is better equipped to deal with explosives, whereas Andy is the stronger of the two in hand-to-hand combat. Strategy is the name of the game if you're playing alone - getting to all of the markers in time is a tricky situation which needs a lot of forethought if you're going to get through unscathed. Two-player mode is a different ball game altogether - this literally halves the amount of work each player has to do, and not only means that the level can be cleared that much quicker, but you get more bonus points at the end!

▼ *Two player laffs - Ben gets cloned!*





BY: SEGA
PRICE: £34.99
RELEASE DATE: OUT NOW
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 5
SKILL LEVELS: 3
RESPONSIVENESS: GOOD

1-2 PLAYERS

PRESENTATION 80%
A few nice intro screens, with simultaneous two player options and difficulty levels, but not a whole lot else.

GRAPHICS 88%
Smaller than the coin-op, but colourful, well detailed and animated very well indeed.

SOUND 84%
Bangs and explosions abound, with other spot effects and some very good soundtracks.

PLAYABILITY 90%
Very addictive - once you've picked up the pad, you'll have a hard time putting it down.

LASTABILITY 82%
With loads of levels to overcome, this definitely isn't a game that you'll complete in one sitting.

OVERALL 84%
An excellent conversion of an entertaining coin-op that deserves a place in your collection.



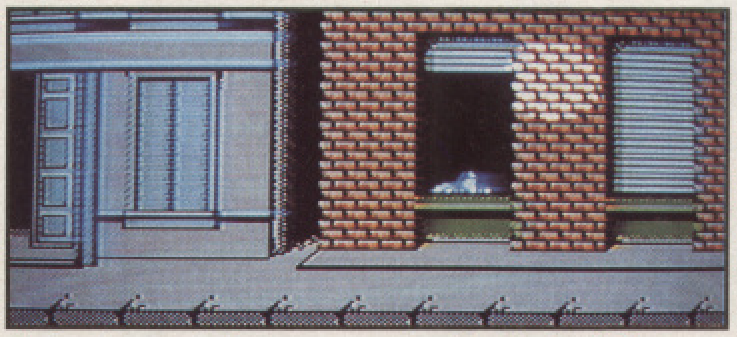
Storming embassies is a tricky task - the terrorists keep shooting at you, guyropes can snap, and balaclavas have a habit of riding up and getting into you eyes. Still, someone's got to do it, and you've volunteered.

Rescue is a game based around the exploits of such groups as the SAS and the American Navy SEALS, whose embassy-busting skills have made them the fear of terrorists worldwide (assuming terrorists are scared of anything). Obviously rescuing the hostages is paramount, but this tends to involve wasting the bad guys as well.

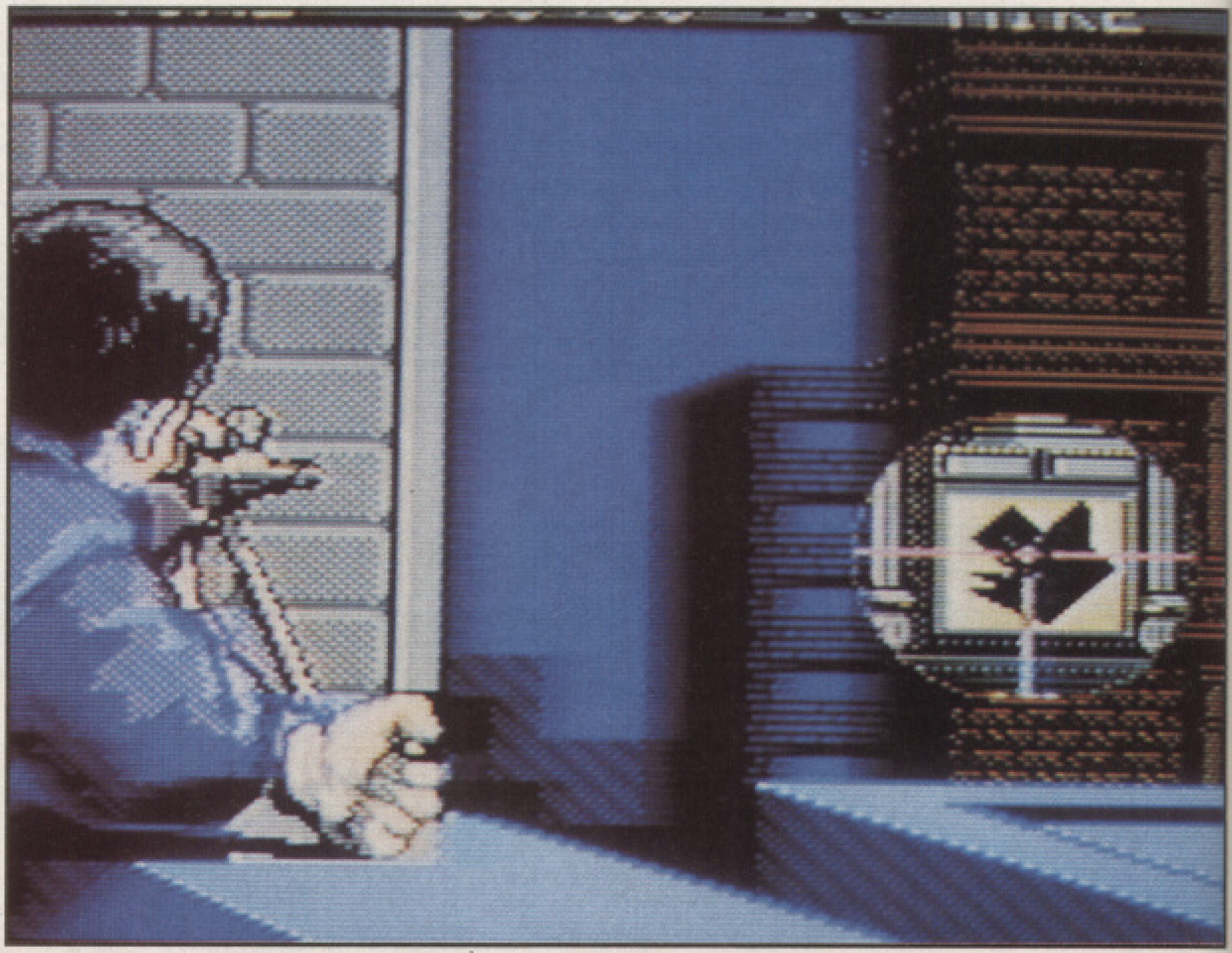
There are three different levels of difficulty, corresponding to the rank of the leader, and also there is a training mission to practice skills. After that, four other missions can be selected, of varying perplexity.

The first task in each mission is to reach a target building. This entails dodging between buildings and walls, desperately avoiding the searchlights that roam across the play area - if the character is caught in the glare, machine guns open up and the rescuer is mown down.

Once the guys are clear, snipers in an adjacent building can attempt to eliminate terrorists by shooting through the windows. The sights don't remain stationary, so accurate fire is important to achieve results! Next, commandos abseil down from the roof, avoiding falling off, and smash through the windows. Then it's on to a 3D display as the soldier roams through the complex killing terrorists and releasing hostages. Who dares wins!



▲ *Our "brave" hero cowers inside the building.*



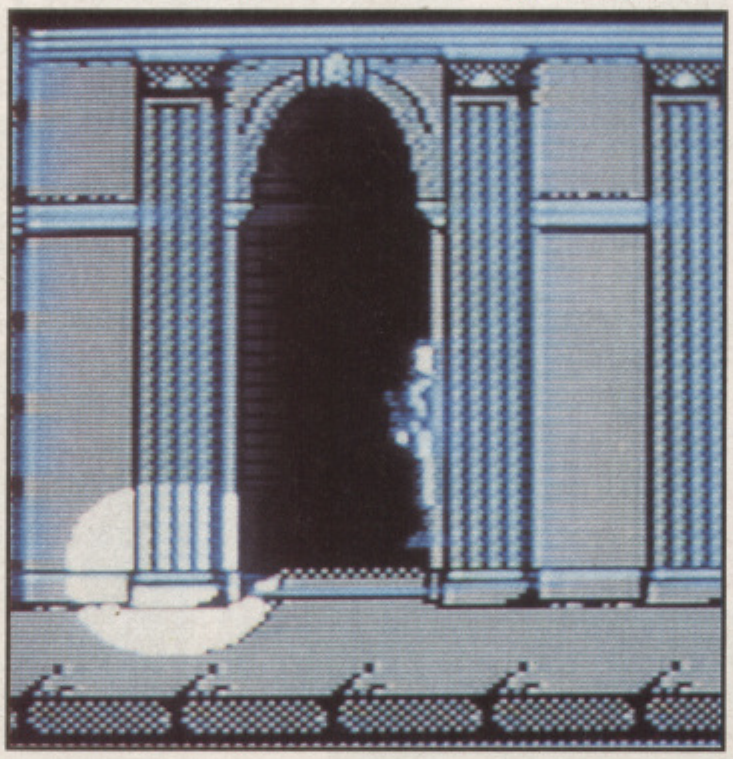
▲ *The wobbly tripod makes shooting difficult.*

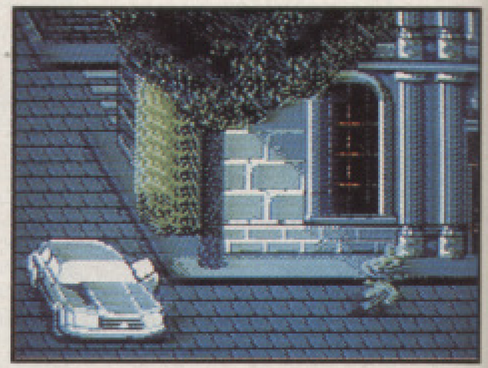
COMMENT

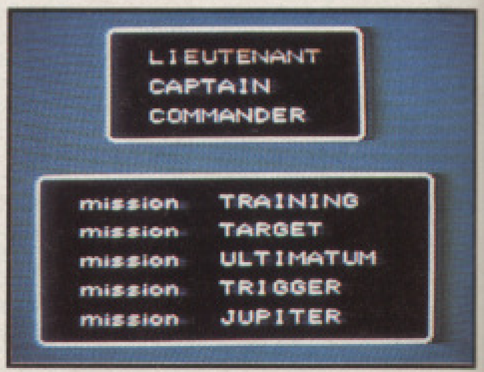


MATT

The main problem with Rescue is the banality of the gameplay and the repetitive nature of the challenge. The task never changes, and there's nowhere near enough subgames to hold your attention. Again, the difficulty level is set way too low; it takes five minutes to master the skills needed, then the game offers no challenge or excitement. Why are there only five missions? Why are there only three subgames? This lack of effort in a game is totally unacceptable nowadays, and therefore gets the thumbs down from me. If Kemco had spiced up the thrill content and included a more varied method of playing, it might have scraped into the mediocre category. As it stands, it's a complete waste of anyone's money. Avoid it if you know what's good for you.







UE

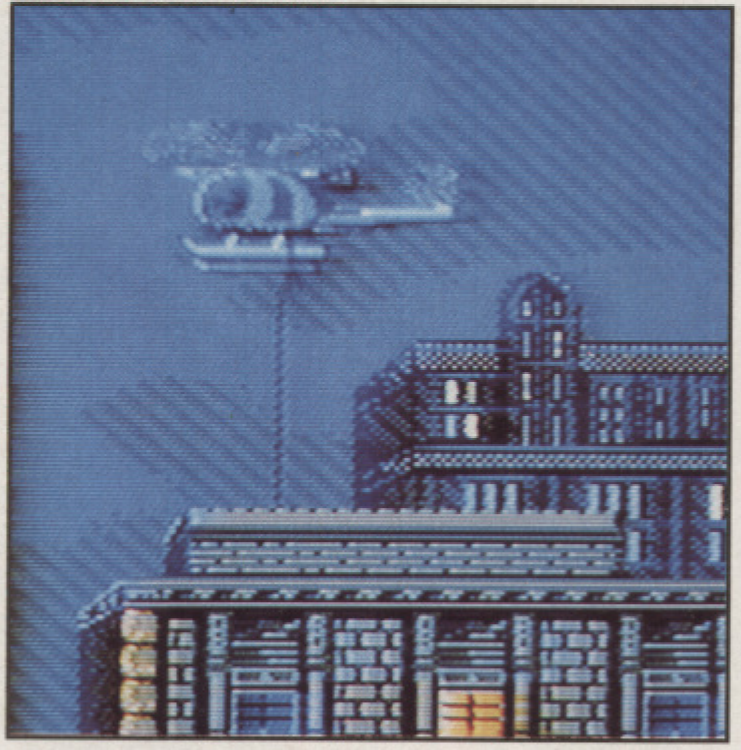
COMMENT



The embassy-storming idea certainly has plenty of potential, but unfortunately this game doesn't realise it. While it initially seems quite fun, the sub-games are all easy to master, and once you've learned the basic skills required to beat the terrorists, it all becomes a matter of routine - which isn't what playing console games is about. Both the graphics and sound are bland, a description that suits the gameplay too. There's simply not enough excitement to keep you at your Nintendo for more than a few sessions.

JULIAN

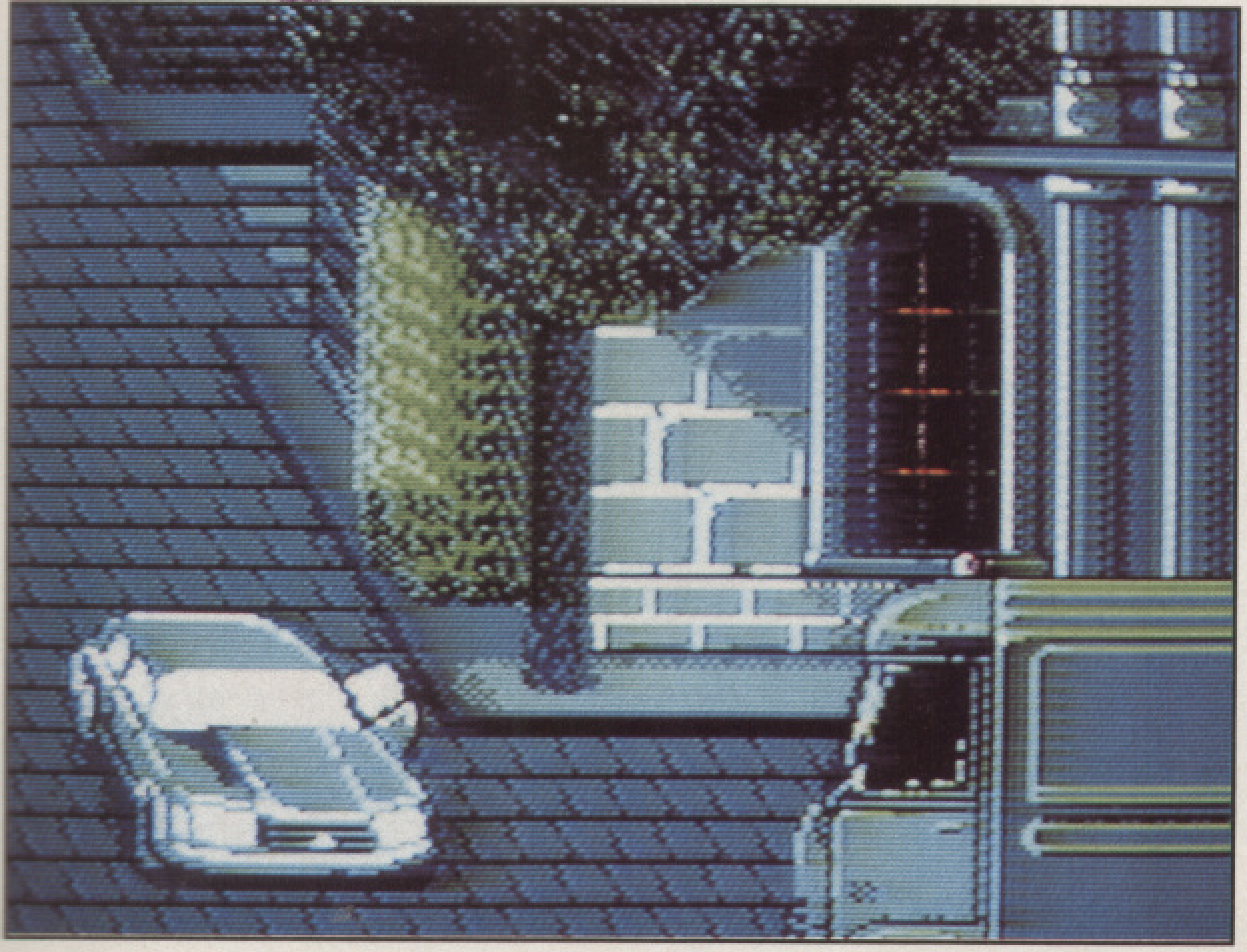
▼ *The SAS break in via the roof. The front door must have been locked.*



SWING OUT BROTHER

The most difficult part of the game (at least initially) is the abseiling section. Here a commando lowers himself slowly by a rope until he reaches a window. Care has to be taken - if the rope is let out too fast, the rescuer plummets to his death! once he's at the window, a simple press of the button gets him swinging with enough force to break through the glass. Then it's a question of hunting down the transgressors and introducing them to the effects of high-calibre weapons.

▼ *The terrorism has begun. Someone's painted your car windows white.*





BY: KEMCO
PRICE: £34.99
RELEASE DATE: APRIL
GAME DIFFICULTY: EASY
LIVES: VARIABLE
CONTINUES: 0
SKILL LEVELS: 3
RESPONSIVENESS: NOT BAD

1 PLAYERS

PRESENTATION 81%
Easily the best feature of the game, with an animated story of the capture of the embassy.

GRAPHICS 58%
The drab colours and lack of detail mean that the game looks rather bland.

SOUND 57%
Again, nothing out of the ordinary. It suits the game though!

PLAYABILITY 56%
Initially fun, but the lack of challenge and the rather limited gameplay means that boredom soon sets in.

LASTABILITY 29%
To put it simply, there's not enough in the game to keep you interested for more than a couple of hours.

OVERALL 41%
A dull game which falls far short of its potential. Certainly not value for money

CYBER

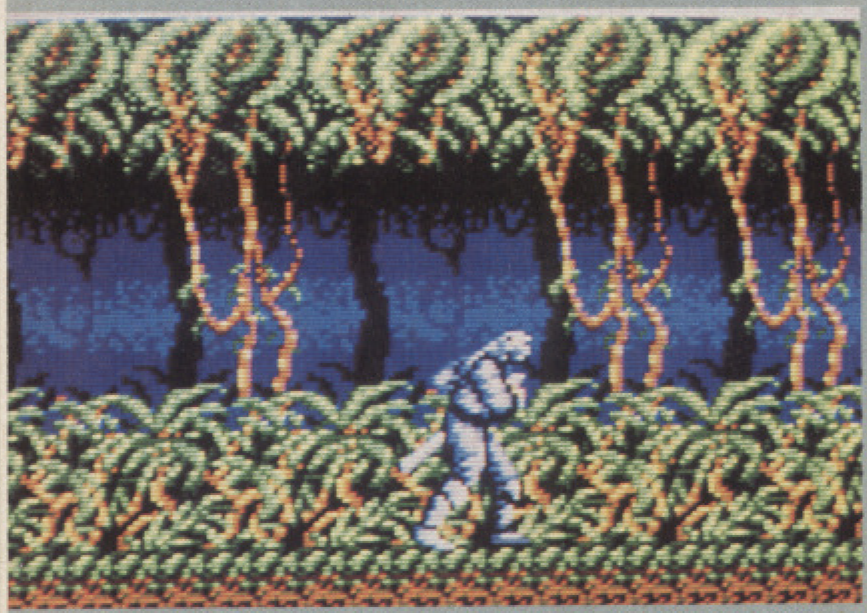
Things are going badly, and only one man can save us. And he's not even a proper man - he's a cyborg. What's that, you may well wonder: it's a cybernetic organism, or in English a mixture of man and machine.

Oddly enough, this strange being is also an expert in the martial arts. He can jump, kick, and slash foes with his sword. He also has access to throwing stars and other special weapons. Best of all is the Ninja magical attack - not quite what you'd expect from a robot, but devastating in its effect on the enemy.

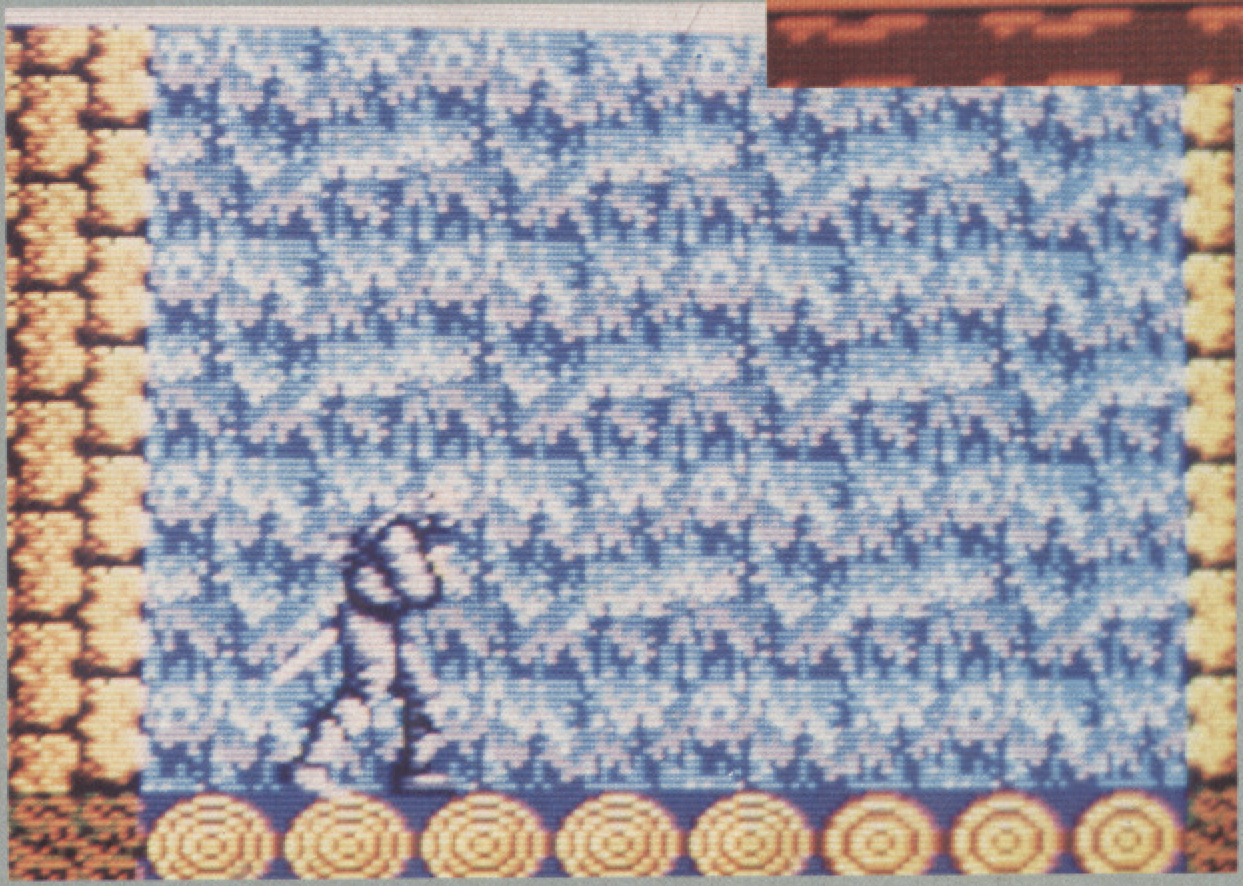
Early levels are set in factories and warehouses, with wooden crates and rising platforms to negotiate as well as baddies to zap. Then the action moves to the Bay Area, the Plain, the jungle and the waterfall.

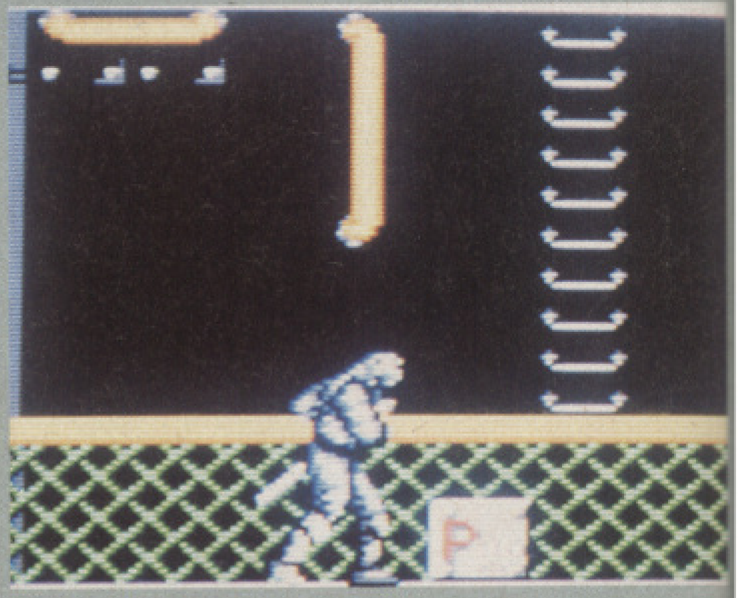
The final two levels are set in a secret base, complete with force fields and tough opponents. Then it's on to meet the final boss, a huge ED209-alike robot with an extendible pincer.

Tokens are liberally scattered throughout the game, giving the metallic black belt extra life, shuriken, bullets and magic, as well as powering his sword up to greater heights of deadliness.

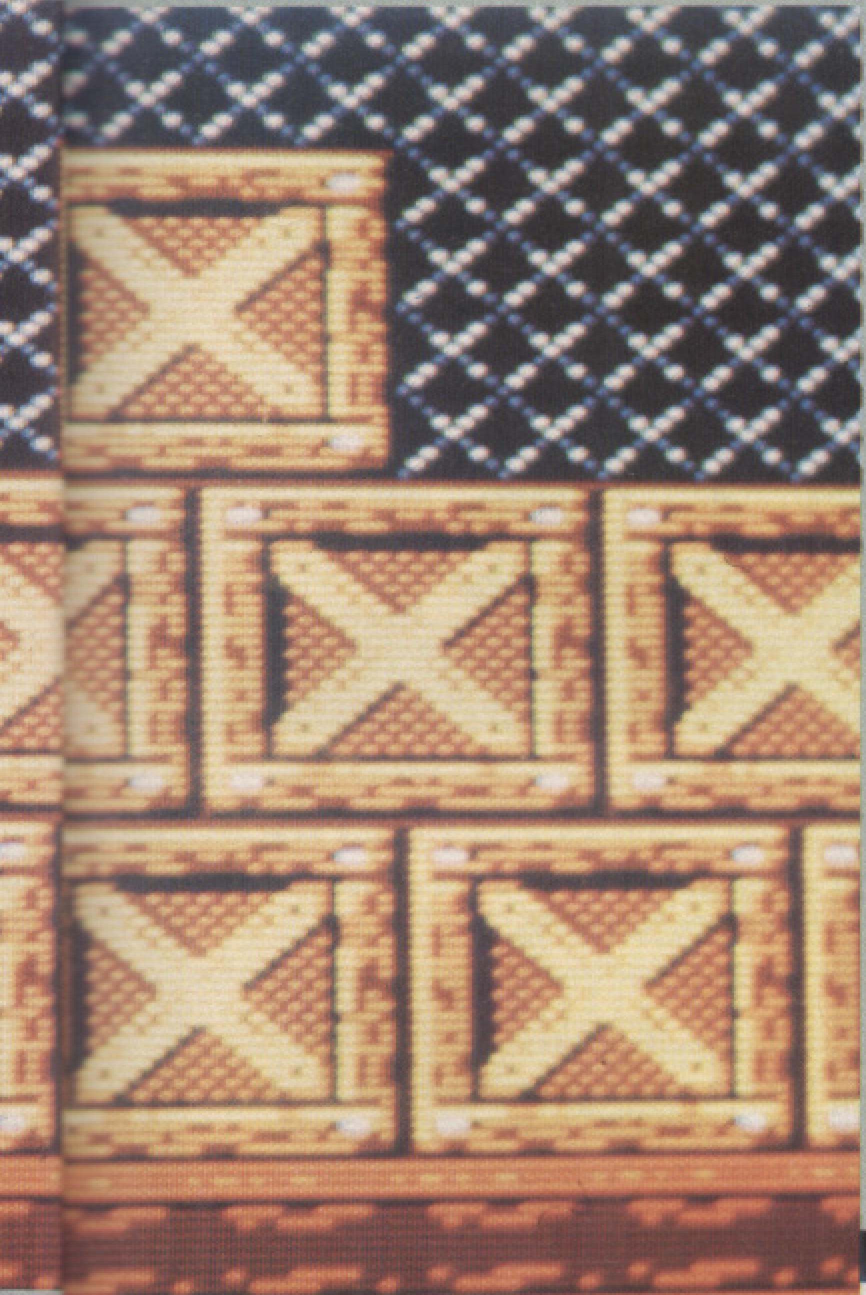


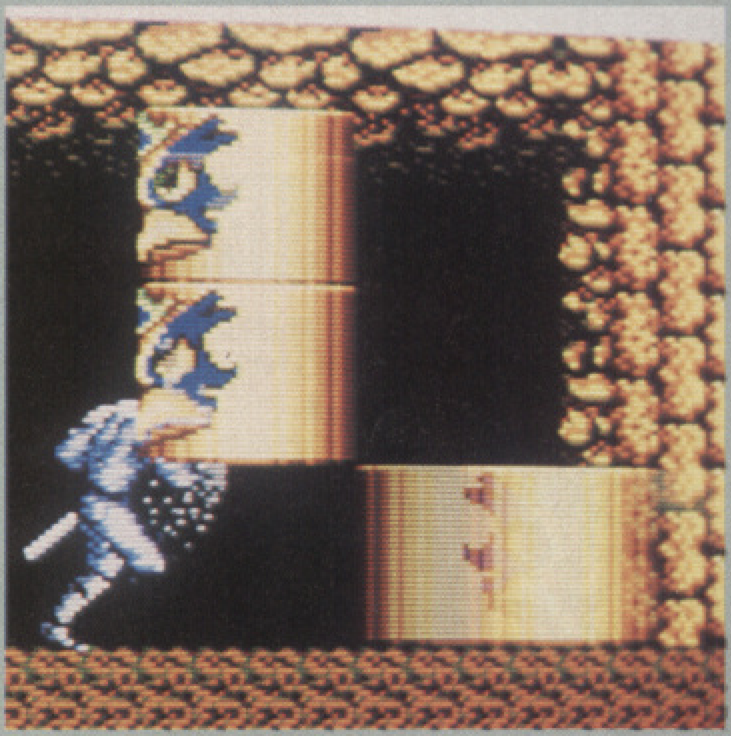






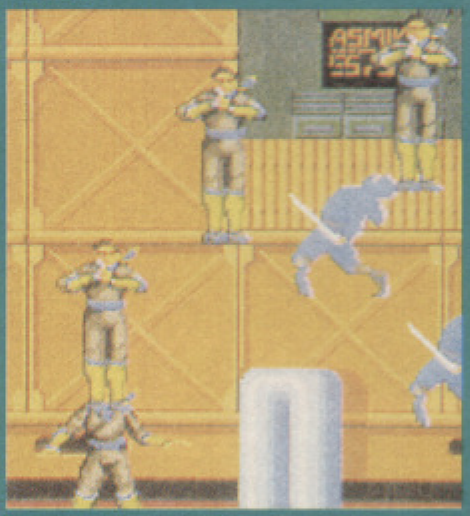
SHINOBI

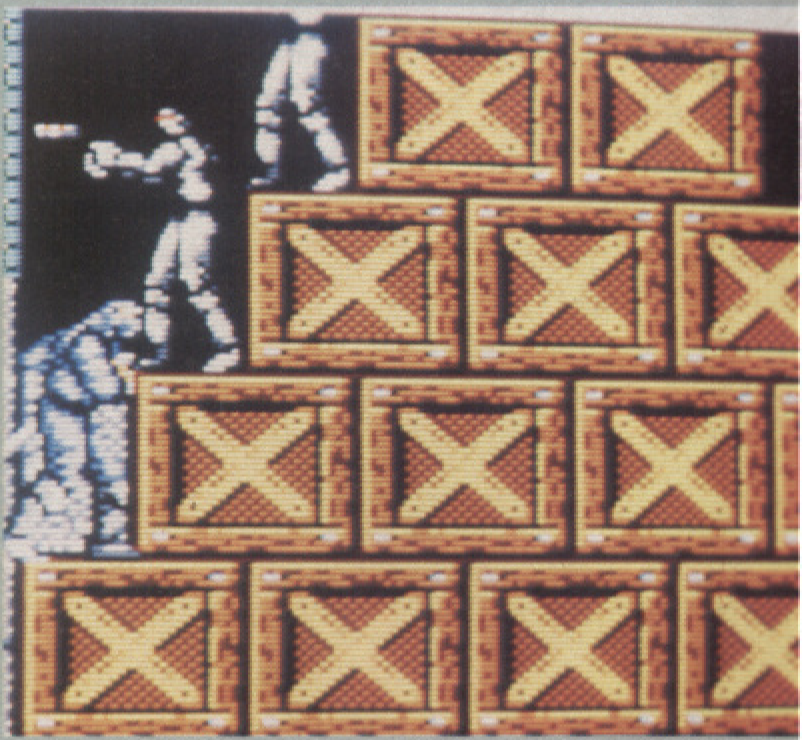


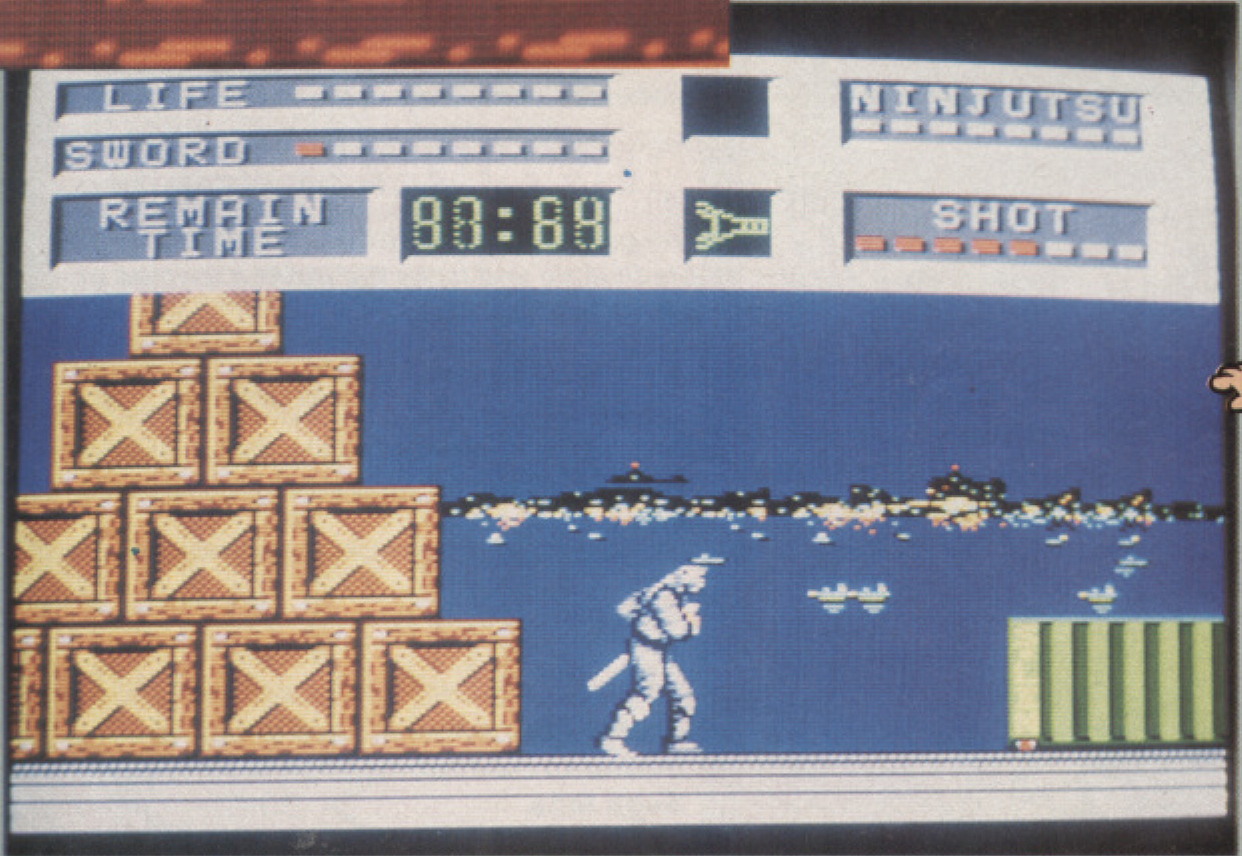


ORIGINAL SHINOBI

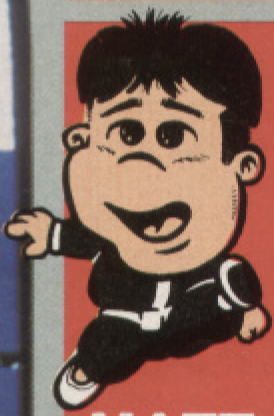
Shinobi came out a couple of years ago to generally universal praise. It featured great playability although the aim was virtually the same - the hero wanders along, slashing foes and releasing ninja magic against the tougher opponents. The most impressive part of the game was where ninjas would appear to leap out of the screen and Shinobi has to hit them with shuriken. A fairly impressive game, Shinobi is highly recommended to beat 'em up freaks!







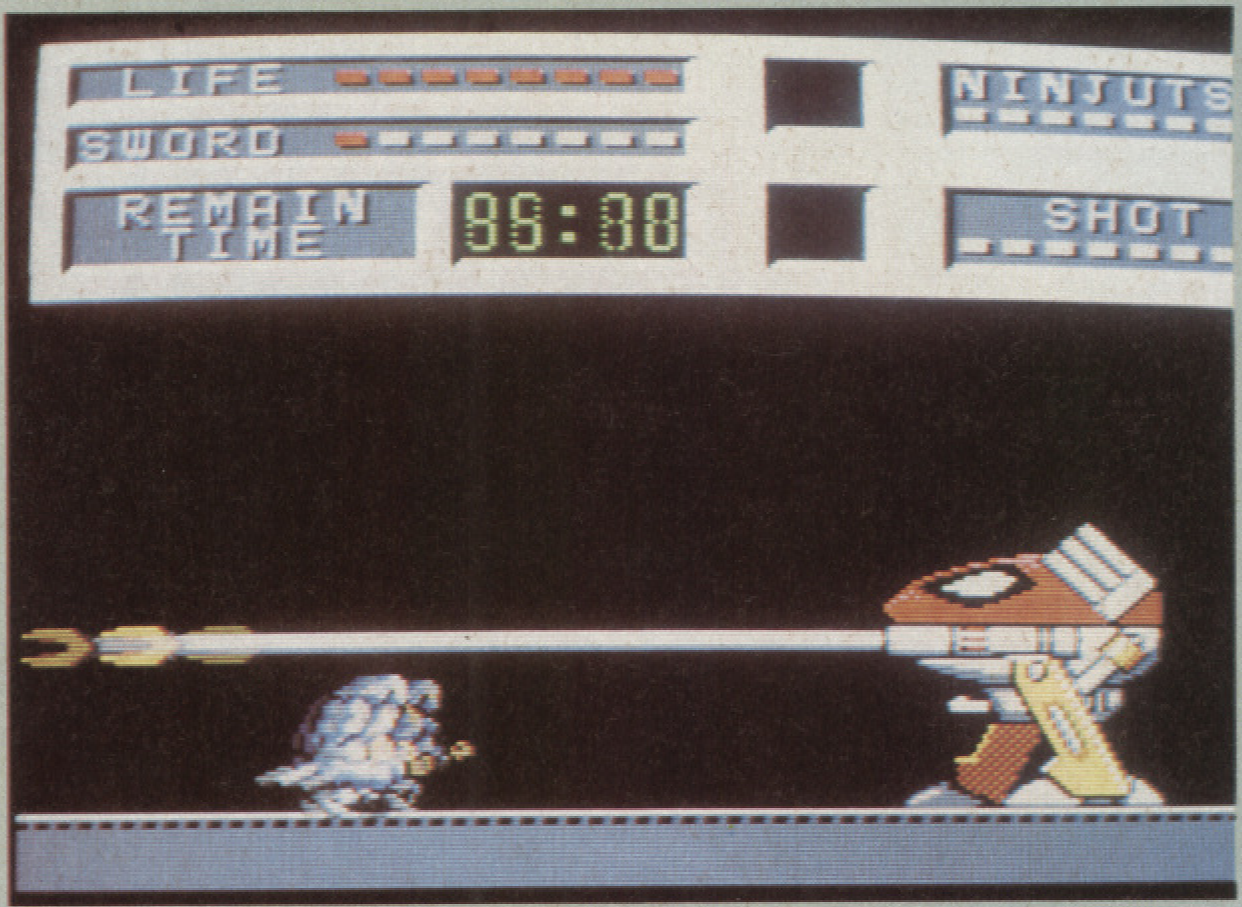
COMMENT



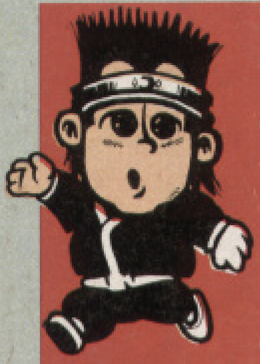
MATT

Ninja beat 'em ups can be great - Revenge of Shinobi proved that. I had high hopes for this game, with its blend of magic and technology, but yet again I've been disappointed. The hero's movement is wooden, unresponsive and jerky, destroying any sense of suspended disbelief. As for the music... well, let's just say that Mozart's got nothing to worry about. The only backgrounds of note are those of the final level, when Cyber is wandering through the enemy base. The foes are poorly animated and easily defeated, even though the hero's lack of adequate response causes immense irritation. Do yourself a favour and spend your money elsewhere.



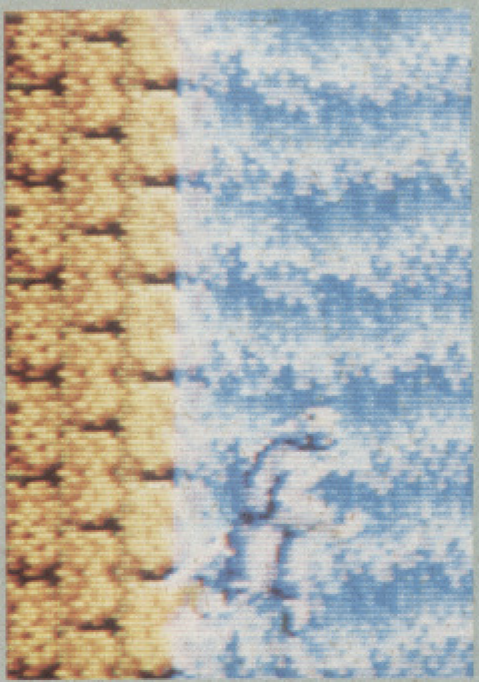


COMMENT



JULIAN

When you look at some of the new British Sega software released recently, which really shows what the machine can do, you wonder where some programmers are at. Cyber Shinobi features some rubbish graphics, with gaudy and badly defined backdrops, jerky scrolling and very poor sprites. The music is really naff and the gameplay is very boring. Shinobi-type games should be challenging and fun - this is merely dull, and doesn't have any new and original features to excite and certainly doesn't offer enough thrills or variety to keep you playing for more than a few goes.





BY: SEGA
PRICE: £29.99
RELEASE DATE: APR
GAME DIFFICULTY: EASY
LIVES: 3
CONTINUES:
SKILL LEVELS: 1
RESPONSIVENESS: OKAY

1 PLAYERS

PRESENTATION 73%

A fairly straightforward title screen and little in the way of options.

GRAPHICS 61%

The dire animation and mediocre backgrounds fail to impress in any way.

SOUND 57%

As with the rest of the game, the sound is diabolical and weedy in the extreme.

PLAYABILITY 62%

The gameplay is repetitive, dull and predictable and lacks the thrills expected of a beat 'em up.

LASTABILITY 49%

Despite the number of levels, Cyber Shinobi won't be played for long due to the reasons above.

OVERALL 58%

A very poor effort indeed which is bound to disappoint even the biggest Sega fans.

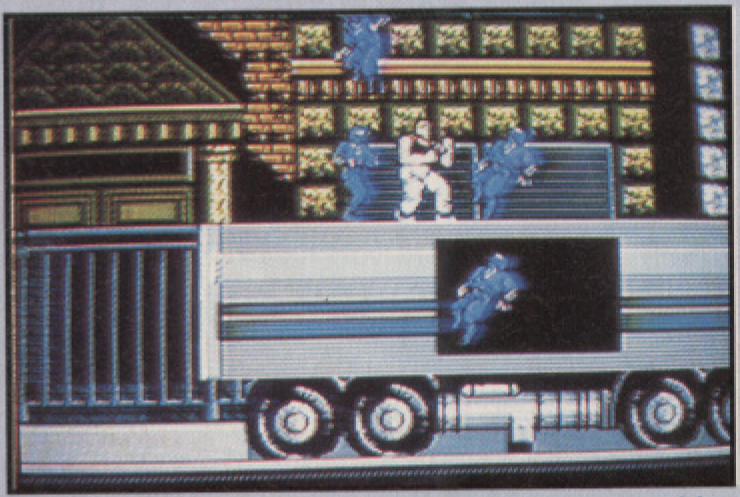
BAD DUDES

American presidents traditionally have a rotten time. Lincoln and Kennedy were assassinated, Reagan was shot, and Bush has got Dan Quayle. But for the first time ever, the president has been kidnapped. Not by ordinary, run-of-the-mill terrorists, but by a group of ninjas - that's right, a group of fourteenth-century Japanese hired killers have somehow grabbed the leader of the most powerful country in the world!

For some reason, the Bad Dudes of the title are the heroes - Blade and Striker, two musclebound lads in tee shirts far too small for them. Presumably the ninjas are the good dudes. Anyway, the workout freaks travel through the city, battling past various ninja foes, and defeating huge end of level baddies. Luckily there are a number of tokens scattered around the streets - these give extra time, life energy, and even invincibility (for a short period).

The enemy comes in a variety of forms and shapes. The ubiquitous ninjas attack without mercy, and shuriken throwers appear with alarming regularity. Thugs wielding flails and knives attempt to ruin Blade and Striker's day, and rather fat, bald gentlemen make an appearance as well.

When in two-player mode, each character appears at a time, never on screen together. The president's life is in your hands: are you willing to take the challenge?



▲ *Blade (or is it Striker?) kicks Ninja bot astride a speeding truck!*





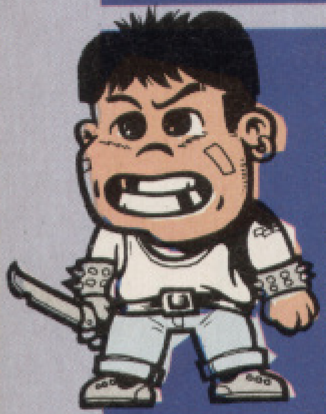
▲ *How to avoid the ticket collector.*



▲ *Attractive hood ornament, that.*



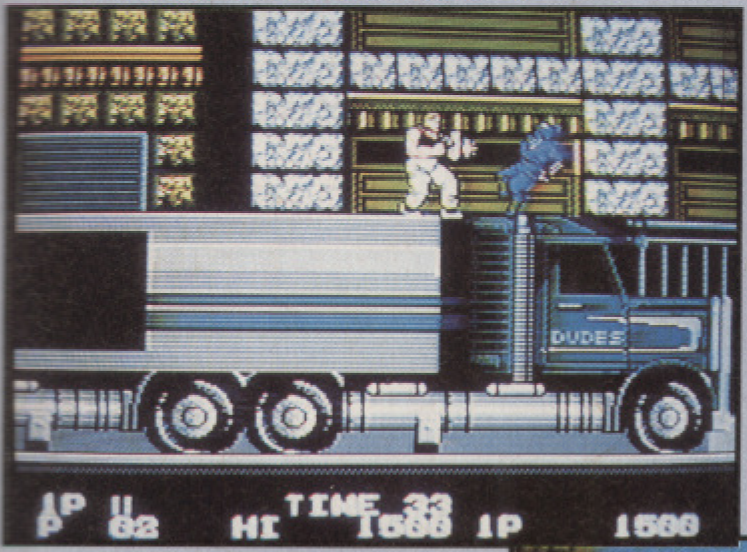
COMMENT



MATT

Beat 'em ups are a tried and tested formula, and are often the best games to be found. Bad Dudes, though, is a great disappointment; the lack of moves, the poor animation, and the repetitiveness of the challenge makes this a yawn and a half. Double Dragon II is much, much better than this - BD's graphics are flat and two-dimensional in comparison, and the gameplay non-existence. Perhaps Nintendo think that the popularity of beat 'em ups means that they can release any mediocre game and it will still sell like the proverbial warm scones. Let's hope that the games-buying public prove them wrong and demand a higher quality of product in the future. In the meantime buy Double Dragon II or wait for Ninja Gaiden.

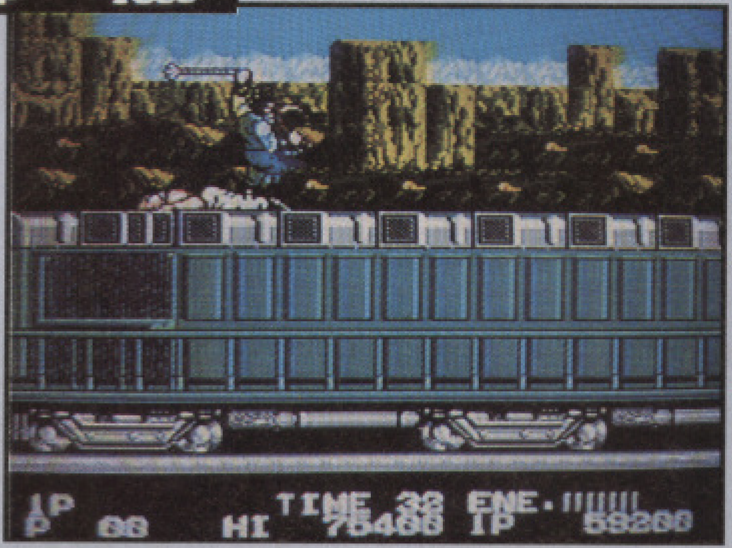
▼ Prepare to pound blubber, Blade!



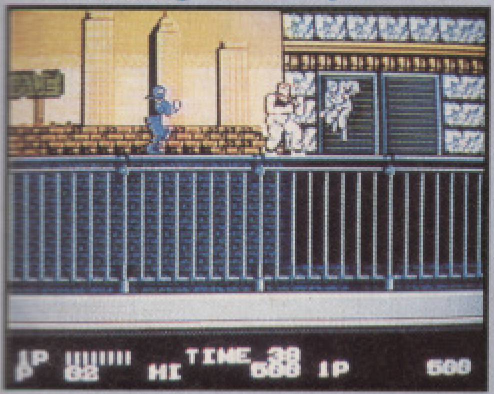
▼ Nobbling ninjas against the New York skyline.



▼ BOSH! Right in the gob.



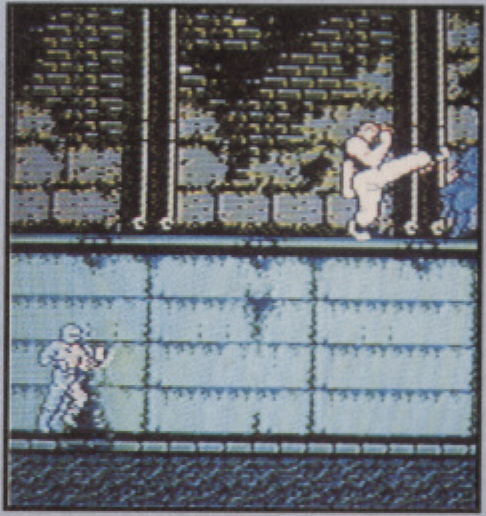
▼ The shame of it! Beaten by a man wielding a lavatory chain!



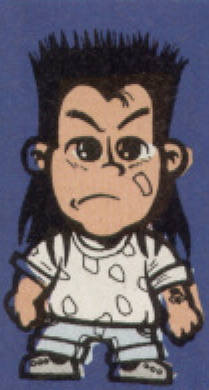
BAD - YOU KNOW IT

Michael Jackson claimed he was bad in the 80's, adding his name to a long list of "bad dudes". John McEnroe became the bad boy of tennis at the end of the 70's because of his tantrums and swearing on court. The romantic poet Lord Byron, who wrote in the beginning if the nineteenth century, was considered to be "mad, bad and dangerous to know". Some monks have bad habits and can be thrown out of their monasteries as a result. Fruit often goes bad, and due to the lack of adequate councilling there tends to be little chance of them improving their behaviour. And finally, Gary Harrod is definitely the bad egg in the MEAN MACHINES team (he smells like one too!).

▼ Striker keeps on trucking.



COMMENT

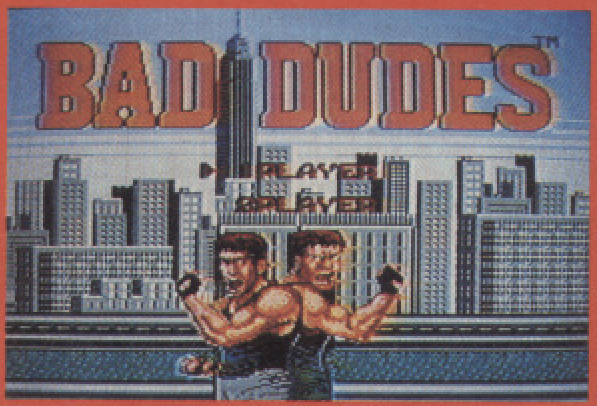


JULIAN

This Nintendo version of the Bad Dudes coin-op certainly features the Dudes. And it's also bad. Very bad. The graphics are the most flickery I've ever seen on a Nintendo game and make this incredibly frustrating to play, since half the time you can't see what's going on - the enemy shuriken are particularly difficult to see. Not only are the graphics flickery, they're also rubbish. The bland backdrops lack depth and the sprites are crude, poorly animated and jerk and cripple their way around the screen - the whole thing just looks a ghastly shambles. The gameplay is awful too, with a distinct lack of variety and combat moves. Even if you're the biggest beat 'em up fan in the world, give this a miss.



◀ Armoured enemies like this guy take a lot of punches.



BY: DATA EAST

PRICE: £34.99

RELEASE DATE: MAR
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: NOT BAD

1-2 PLAYERS

PRESENTATION 80%

The intro sequences are easily the best thing about this game, describing the scenario in an attractive way.

GRAPHICS 64%

The sprites are jerky and woefully animated, the screen flickers, and the backgrounds aren't up to much either.

SOUND 71%

Pretty feeble tunes and mediocre effects hardly make an impact.

PLAYABILITY 45%

As playable as football in a closet, Bad Dudes starts in a monotonous fashion

LASTABILITY 29%

It's unlikely that you'll want to plough through its levels due to its appalling banality.

OVERALL 39%

Bad by name, bad by nature - avoid this game if you have any standards.





Zoras the evil magician has been exiled to the far wastelands of the east, where it is said that he has been consorting with foul, depraved demons. Unfortunately, Zoras and his new-found buddies have returned to our green and pleasant land and have viciously murdered good King Pallas. The guiding light of law and order has been snuffed out and evil creatures now roam the land.

Obviously, at this point some kind of hero is required, and two such people are ready at hand to dish out the required violence. Enter Brodan and Shardan, a brother and sister who have decided to rid the land of Zoras and his depraved minions. The player can choose either of these muscle-bound barbarians they wish to play as during the game, although the choice of character in no way affects the gameplay.

The general gameplay involves walking across the horizontally scrolling screens using the Sword of Sodan to chop up any of Zoras' minions that you may find. They may leave potions behind that have many and varied effects on your barbarian hero.

POTIONS

Vanquished creatures tend to leave behind very helpful potions. These all have a different effect. For example, some may give our hero extra stamina or a higher hit strength. Others do nothing unless you mix them with another potion. Different combinations produce different results and produce such magical results as powering up your sword with extra flame power, or receiving a magical shield. But beware! Some potion combinations produce a highly toxic poison which drains a lot of energy.





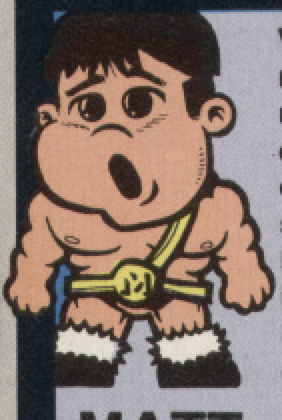


▲ *Check out the map for your next destination.*



▲ *A bit of hand-to-hand combat as our hero battles on.*

COMMENT



MATT

Whoops! Electronic Arts have a reputation for quality gear, and unfortunately Sword of Sodan doesn't quite live up to expectations. The graphics are superb and the sound isn't bad, but the gameplay is sadly lacking in any sort of variety whatsoever. It's just a case of walk along and cut things up with your enormous sword. The potion mixing idea is quite novel, but otherwise Sword of Sodan is a tepid beat 'em up effort which should be avoided.

SWORD

Both heroes have a number of potentially lethal sword-slinging moves at their disposal with which they may dispose of Zoras' evil creatures. An overhead swipe is just the business for dealing with any tall foes (like the giants at the end of level three) whilst the bog standard swipe is good enough for



▲ *Jump to avoid danger!*

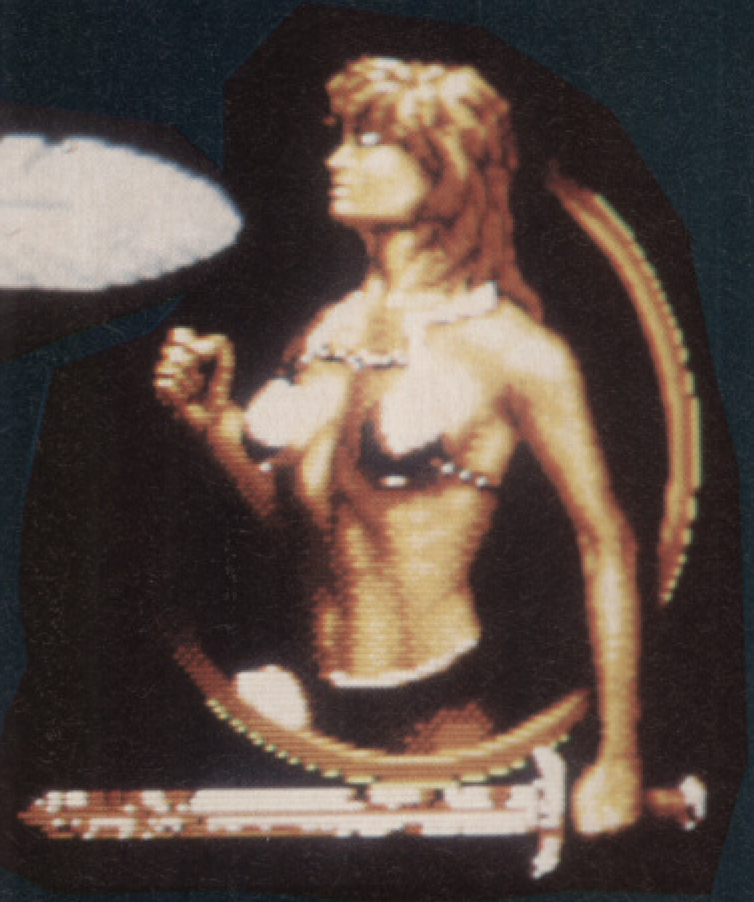


▲ *The bog standard attack!*

▼ *The foes line up for the slaughte*





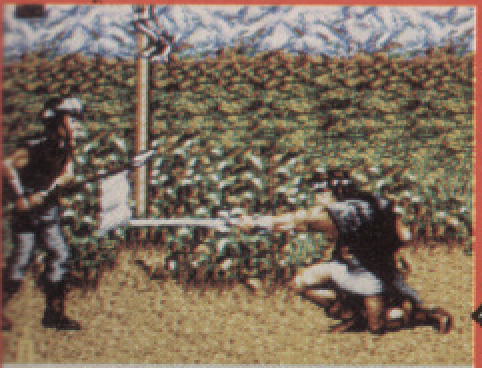


SKILLS

any foe. A jab is good for holding back advancing creatures as along with the damage inflicted it also forces any evil creature back. Ducking and jabbing is the fastest and probably most effective method of attack. Also, ducking and jumping is required to dispatch some of Zoras' more cunning chums.



▲ *The low-chop in action...*



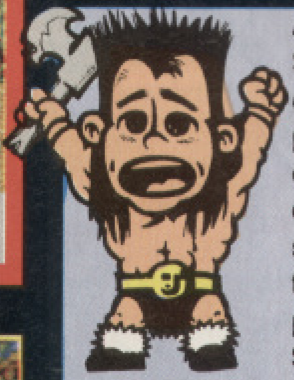
▲ *Brodan lashes out!*



SEVEN LEVELS OF DOOM

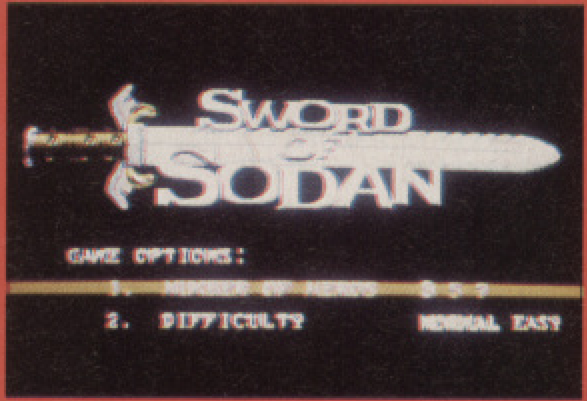
The journey to Zoras' lair is long and fraught with danger. Level one takes you to the City Gate, but before you can progress you must destroy Zoras' contingent of guards. The Bridge of Spikes comes along next, where our hero must do battle with yet more soldiers. The problem is that there is the ever-present danger of being skewered up the backside with a wooden pole. Level three takes our hero into the City Streets, where yet more soldiers and a couple of giants face up to the Sword of Sodan. Later on, the barbarian has to cross the Zombie Graveyard dealing with all manner of spirits and shades. After they've been dispatched, Castle Cragganmore awaits. Three more levels of hacking and slaying remain before the final confrontation with Zoras himself. But beware, Zoras has left plenty of surprises for you in the castle foyer, underground passage and most terrifying of all - Zoras' tower...

COMMENT



JULIAN

After a string of impressive titles, Sword of Sodan comes as a b-i-g disappointment. At first it looks pretty tasty, with impressive opening screens, large sprites, colourful backdrops and great sounds. However, good as though they might be, they simply don't paper over the gaping cracks in Sword of Sodan's gameplay. It's just plain boring. Ponce your way around the landscape jabbing at the rather stupid enemy sprites and avoid the occasional hazard. There's simply not enough variety, excitement and challenge to keep you coming back after you've played it a couple of times.



BY: EA

PRICE: £34.99

RELEASE DATE: OUT NOW
GAME DIFFICULTY: EASY
LIVES: 3
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: SLOW

1 PLAYERS

PRESENTATION 80%

Nice in-game screens and a good feel within the game itself.

GRAPHICS 82%

Enormous, detailed sprites and nice backdrops, but the animation is pretty ropey.

SOUND 79%

Digitised effects abound, but they aren't of an astounding quality.

PLAYABILITY 61%

Initially quite addictive, but the hack 'n' slay gameplay isn't really that addictive...

LASTABILITY 47%

...and consequently doesn't keep you at the Megadrive for long. There's just not much of an urge to complete the game.

OVERALL 59%

Brilliant graphics are let down by a very monotonous game concept. Save your cash for something better.

GAM ROUN

Dr. MARIO™

DR MARIO

Popping pills is usually considered a bad thing - unless a certain lovable Italian plumber is handing out the capsules. That's the premise for this game; Mario has donned his white smock, called himself a doctor, and become the star of this Tetris variant.

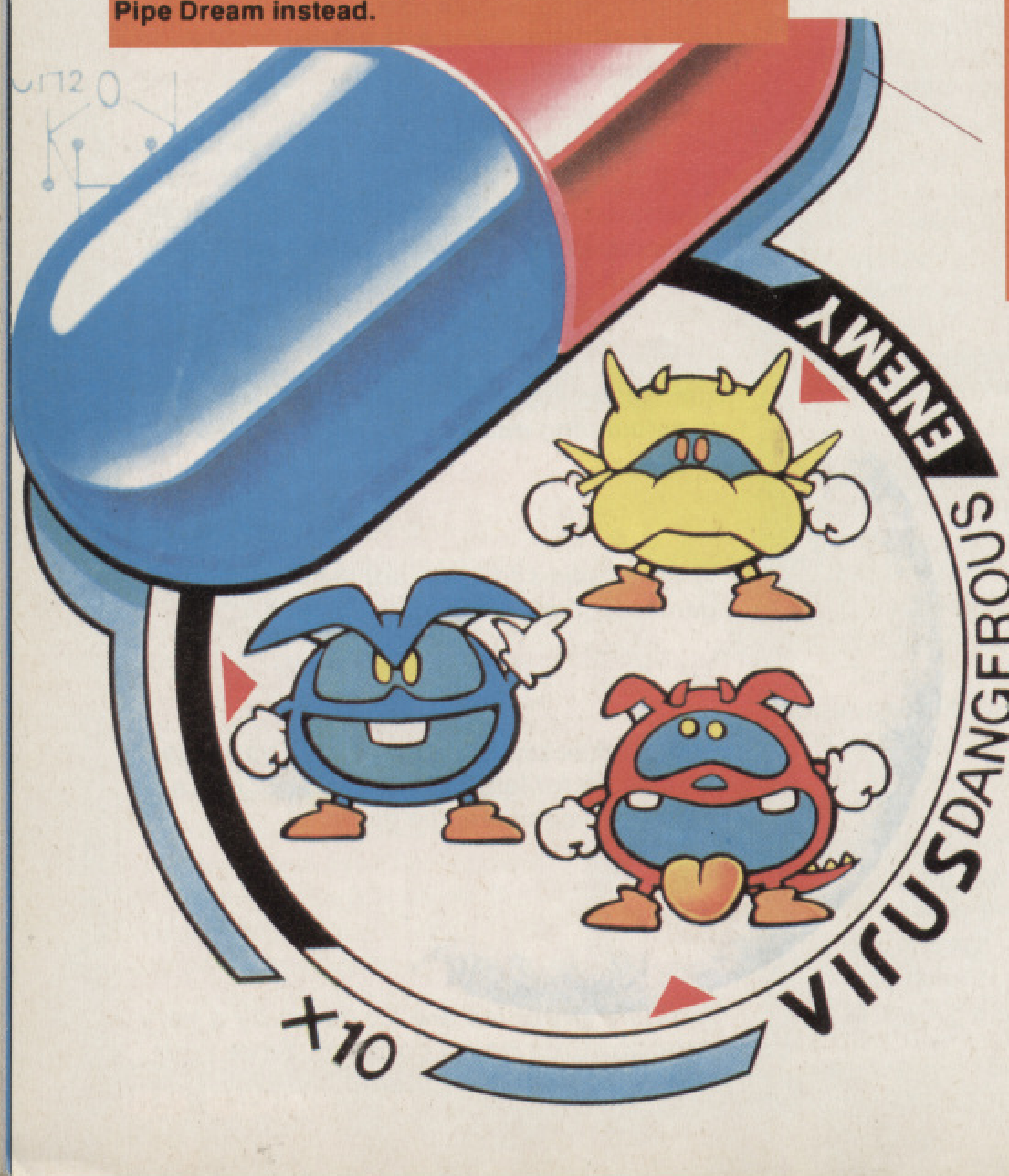
The action takes place in a medicine bottle, infested with viruses. Mario tosses pills into the bottle, which must be matched up with the different-coloured viruses in order to eliminate them. It takes three blocks to destroy a single virus, or two to destroy two similar viruses stacked on top of each other.

The speed of the pills' appearance, the number of viruses and the background music can all be altered, changing the difficulty of the game.

PRESENTATION	**73%**
GRAPHICS	**76%**
SOUND	**69%**
PLAYABILITY	**88%**
LASTABILITY	**86%**
OVERALL	**87%**

MATT: This is a good game - its playing style is very addictive and will have you coming back for more over quite a period of time. My biggest gripe is that if you've got Tetris (and virtually all Gameboy owners have), this holds very little extra in comparison. It's also not as good as the Soviet wonder, so if you want another great puzzle game on the Gameboy to supplement your Tetris, get Pipe Dream instead.

JAZ: This is a perfect Gameboy title, and is a brilliant puzzle game in its own right - it's sold over a million units in America! There's just the right amount of annoyance and addiction, and there's a huge amount of levels to keep up a constant challenge. I think it's different enough from Tetris to warrant purchasing, and it's easily the most enjoyable addictive Gameboy game I've played in months. Don't miss it.





EBOY
ND-UP

BURAI FIGHTER

This is another Gameboy shoot 'em up, along the lines of Forgotten Worlds. As a warrior in the far future, it's the task of the Burai Fighter to clear the numerous levels of aliens and robots in his path.

If the fire button is held down, the Fighter continues to fire in the direction he's facing; if he's moved without firing, the shots start to go in that direction. With power ups and tokens to collect, weapons and speed, etc, can all be upgraded to help in the fight against evil.

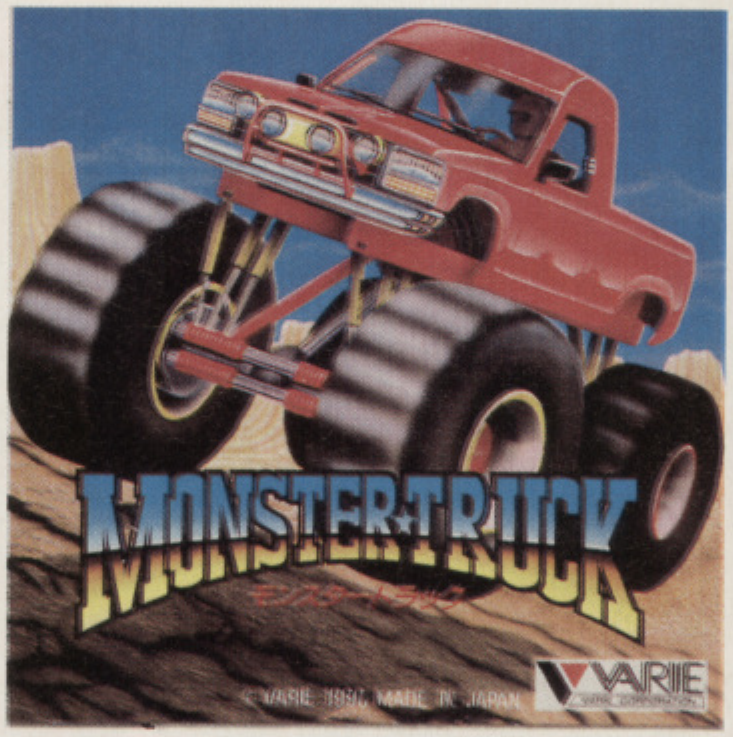
PRESENTATION	75%
GRAPHICS	80%
SOUND	68%
PLAYABILITY	84%
LASTABILITY	82%
OVERALL	83%



MATT: It's interesting to see a game of this type turn up on the Gameboy - yet another example of this amazing machine's versatility. Although the control method takes a little getting used to, it's easily mastered and very handy with this style of play. Don't expect a sophisticated challenge, but do expect a fun one! Recommended to fans of shoot 'em ups.

JAZ: Of the few shoot 'em ups available on the Gameboy, this is definitely one of the better ones. It's rather like Side Arms, and has similar types of bolt-on weaponry. It seems tough at first, but a little perseverance gets you over the initial hurdle and it all becomes pretty good fun after that.





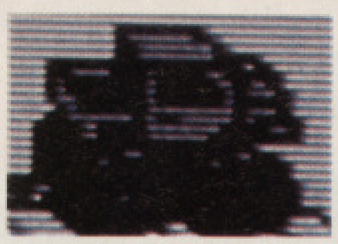
MONSTER TRUCK

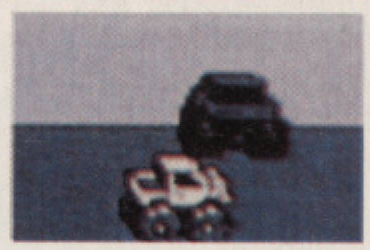
Driving around and smashing things up is the aim of this game. Based around the American "sport" of racing huge, souped-up lorries in destruction derbies. The aim is not only to win, but hopefully to cause serious damage to the rival cars in the process.

Winning the race - or coming in the top three - provides cash with which to update the truck. Engines, tyres, and chassis can all be improved, giving that extra help in winning the next race. Other trucks can be knobbled by judicious use of the leap and push functions.

PRESENTATION	67%
GRAPHICS	77%
SOUND	67%
PLAYABILITY	70%
LASTABILITY	56%
OVERALL	65%

MATT: This is a dire, sad excuse for a game. It's as playable as something that isn't playable at all, and the graphics and sound just aren't up to scratch either. I really can't recommend this game, unless spending £25 for a grey plastic skimming stone appeals to you.





JAZ: I didn't think that this was all that bad. It's certainly tricky to get used to, but if you're a player who's quite skillful and is prepared to practice and get some of the bolt-on extras onto your huge truck, it becomes competitive and enjoyable. Not an essential purchase by any means, but worth having a look at.

NEXT MONTH



SKILL, FAB 'N' BRILL!

THAT'S THE ONLY WAY WE CAN DESCRIBE ALL THE INCREDIBLE REVIEWS, PREVIEWS AND NEWS IN NEXT MONTH'S UTTERLY WONDERFUL ISSUE OF MEAN MACHINES.

IT'S ON SALE MARCH 1ST FOR ONLY £1.75. IF YOU'RE SANE, DON'T MISS IT.

DISCOUNT CONSOLES

TEL: 081 341 6767. PRICE PROMISE: WE WILL MATCH ANY PRICE IN THIS MAGAZINE ON A PRODUCT TO PRODUCT BASIS. WE ARE SIMPLY THE CHEAPEST AROUND.

SEGA MEGADRIVE £124.99 IMPORTED

★★PC ENGINE★★

PC ENGINE CORE – GRAFX PALI VERSION + JOYPAD + POWER SUPPLY UNIT	119.99
CONTROL PAD	17.99
PC-UK POWER SUPPLY	9.99
5–PLAYER ADAPTOR	19.99
PRO 1 JOYSTICK	19.99
XE-8 PC JOYSTICK	19.99
BATMAN	29.99
CITY HUNTER	24.99
CYBER CORE	19.99
FANTASY ZONE	19.99
FORMATION SOCCER	29.99
HONEY IN THE SKY	19.99
KNIGHT RIDER	19.99
KUNG FU MASTER	19.99
PACLAND	19.99
PARANOIA	19.99
PSYCHO CHASER	19.99
R-TYPE	19.99
SHINOBI	24.99
SON SON II	19.99
TENNIS	19.99
TIGER ROAD	19.99
VIGILANTE	19.99
VOLLEY BALL	24.99

★★SEGA 8-BIT★★

SEGA MASTER SYSTEM	74.99
SEGA MASTER SYSTEM PLUS	94.99
QUICKJOY 6 JETFIGHTER	12.99
QUICKSHOT 3 TURBO	9.99
QUICKSHOT JOYSTICK	12.99
QUICKSHOT MAVERICK	15.99
RAPID FIRE UNIT	4.99
SEGA LIGHT GUN	27.99
SEGA CONTROL STICK	12.99
SEGA EXTRA PAD	7.99
AFTERBURNER	26.99
ALEX KIDD-SHINOBI	26.99
ARIEL ASSAULT	26.99
ASSUALT CITY	24.99
BATTLE OUTRUN	26.99
CALIFORNIA GAMES	26.99
CHASE H.Q	26.99
DOUBLE DRAGON	24.99
DOUBLE HAWK	26.99
FIRE + FORGET	26.99
GAUNTLET	26.99
GOLDEN AXE	24.99
GOLFMANIA	29.99
IMPOSSIBLE MISSION	26.99
INDIANA JONES	26.99
ITALIA 90	22.99
OPERATION WOLF	26.99
OUTRUN	26.99
PAPERBOY	26.99
PSYCHO FOX	26.99
RC GRAND PRIX	26.99
R-TYPE	26.99
SUPER MONACO GRAND PRIX	26.99
ULTIMA IV	35.99
WONDERBOY III	26.99
WORLD GAMES	22.99
WORLD SOCCER	19.99

★★NINTENDO★★

TURTLE PACK	89.99
NES ADVANTAGE STICK	38.99
QUICKSHOT MAVERICK 2	15.99
QUICKSHOT PHYTHON 2	9.99
SPEEDKING	14.99
AIRWOLF	34.99
BATMAN	34.99
BLADES OF STEEL	36.99
BUBBLE BOBBLE	29.99
DOUBLE DRAGON II	34.99
LEGEND OF ZELDA	36.99
METROID	29.99
MIKE TYSON PUNCH OUT	27.99
ROBOCOP	36.99
RYGAR	29.99
SILENT SERVICES	32.99
SKATE OR DIE	24.99
SUPER MARIO II	36.99
TEENAGE TURTLES	32.99
TO THE EARTH (Gun Game)	32.99
TRACK + FIELD II	36.99
ZELDA II	36.99

★★PC ENGINE PORTABLE★★

PC ENGINE GT PORTABLE	299.99

★★NINENDO GAMEBOY★★

GAMEBOY DELUXE SYSTEM	69.99
CARRYING CASE	19.99
LIGHTBOY – (INC WIDE BOY)	24.99
ALLEY WAY	19.99
GOLF	19.99
SOLAR STRIKER	19.99
SUPER MARIO LAND	19.99
BASEBALL, BATMAN, BUGS BUNNY, CASTLEVANIA, CHASE HQ, NINJA BOY, COSMOTANK, DOUBLE DRAGON, DRAGONS LAIR GARGOYLES QUEST, GHOSTBUSTERS II, HAL WRESTLING, HYPER LOAD RUNNER, LOCK N CHASE, NEMISIS, NFL FOOTBALL, NORTHSTAR KEN, PAPERBOY, ROBOCOP, SPIDERMAN, TEENAGE TURTLES, TENNIS	24.99 EACH

ALL ABOVE GAMES HAVE ENGLISH INSTRUCTIONS

TEENAGE TURTLES FOR GAMEBOY JAPANESE VERSION NOW ONLY £19.99

BARCLAYCARD VISA

RUN JAPANESE GAMES ON YOUR OFFICIAL SEGA MEGADRIVE WITH OUR SPECIAL ADAPTOR ONLY 14.99

★★SEGA 16-BIT★★

(A) SEGA MEGADRIVE SCART OR PAL I + JOYPAD + POWER SUPPLY UNIT	124.99
(B) SEGA MEGADRIVE SCART OR PAL I VERSION + JOYPAD + POWER SUPPLY UNIT + FREE GAME OF OUR CHOICE	139.99
(C) AS ABOVE (A), WITH GAME OF YOUR CHOICE UP TO £30	149.99

ARCADE POWER STICK	29.99
NEW PRO 2 PAD INC AUTOFIRE	18.99
POWER SUPPLY UNIT	9.99
PROFESSIONAL 1 J/STICK	24.99
QUICKSHOT SG JETFIGHTER	13.99
SCART LEAD	9.99
SEGA EXTRA CONTROL PAD	13.99
AERO BLASTER	34.99
AFTERBURNER II	29.99
ALESTE	34.99
ALTERED BEAST	24.99
CRACKDOWN	34.99
CURSE	24.99
DANGEROUS SEED	34.99
DARIUS II	39.99
ELEMENTAL MASTER	34.99
ESWAT	29.99
FATMAN	29.99
GAIN GROUND	34.99
GERNORG	34.99
GHOULS + GHOST	34.99
GOLDEN AXE	29.99
GRANDER	34.99
HARD DRIVING	34.99
HEAVY UNIT	34.99
HELLFIRE	34.99
MOONWALKER	29.99
NEW ZEALAND STORY	29.99
PHANTASY STAR II- ENGLISH VERSION	39.99
RAMBO III	29.99
RASTAN SAGA II	29.99
RINGSIDE ANGELS	34.99
SHADOW DANCER	34.99
STRIDER	34.99
SUPER VOLLEYBALL	34.99
THUNDERFORCE III	34.99
WONDERBOY III	34.99

★★SEGA MEGADRIVE★★ ★★OFFICIAL VERSION★★

MEGADRIVE PLUS ALTERED BEAST GAME	179.99
MEGADRIVE + ALTERED BEAST PLUS FREE ADAPTOR TO RUN JAPANESE GAMES WORTH £15	184.99
8-BIT CONVERTOR	29.99
ARCADE POWER STICK	34.99
NEW PRO 2 PAD + AUTOFIRE	18.99
QUICKJOY SG FIGHTER	14.99
QUICKSHOT MAVERICK 2	15.99
SEGA CONTROL PAD	13.99
ADAPTOR TO RUN JAPANESE GAMES	14.99
AIR DIVER	34.99
ARROW FLASH	39.99
BATTLE SQUADRON	34.99
BUDOKAN	34.99
BUSTER DOUGLAS BOXING	34.99
E-SWAT	31.50
FORGOTTEN WORLDS	31.50
GHOULS N GHOSTS	39.99
GOLDEN AXE	31.50
HARD DRIVING	39.99
HELLFORE	34.99
INSECTOR X	34.99
JOE MONTANA FOOTBALL	39.99
JOHN MADDEN FOOTBALL	34.99
LAST BATTLE	31.50
MICKEY MOUSE	39.99
MONDOS FIGHT PALACE	39.99
POPULOUS	34.99
RAMBO III	26.50
REVENGE OF SHINOBI	31.50
STORMLORD	39.99
SUPER HANG ON	31.50
SUPER MONACO GP	32.99
SWORD OF SODAN	34.99
SWORD OF VERMILLION	44.99
TECHNO COP	34.99
WORLD CUP ITALIA 90	26.50
ZANY GOLF	34.99

★★SEGA GAMESTER★★

SEGA GAME GEAR SYSTEM	114.99
COLUMS	24.99
DRAGON CRYSTAL	24.99
G-LOCO	24.99
MONACO GRAND PRIX	24.99
PENGO	24.99
PRO BASEBALL	24.99
WONDERBOY III	24.99

★★NINTENDO FAMICOM★★

FAMICOM – SCART SYSTEM + GAME	299.99
F-ZERO	39.99
FINAL FIGHT	39.99
GRADIUS III	39.99
PILOTWING	39.99
POPULOUS	44.99
SUPER MARIO BROS 4	39.99

CHQ/P.O PAYABLE TO: DISCOUNT CONSOLES, P.O. BOX 1506, LONDON N8 OPZ TELEPHONE:–081–341–6767
P&P ADD 75p PER SOFTWARE, £1 FOR ACCESSORIES, £5 FOR MACHINES.
ACCESS AND VISA CARDS WELCOME. ALL OUR MACHINES CARRY A ONE YEAR GUARANTEE.
PLEASE SPECIFY MACHINE TYPE IN ORDER. + ALL PRODUCTS ARE SUBJECT TO AVAILABILITY. E. & O. E

SEGA · Nintendo · SNK Neo-Geo · PC Engine

MEDLANTIC HI TECH LTD

10 CHURCH STREET, MARKET BOSWORTH, WARWICKSHIRE

HI-TECH HI-TECH HI-TECH HI-TECH

HI TEC CONSOLES, HI TEC GAMES, FOR THE HI TEC MINDS

TRADE ENQUIRIES WELCOME

WHY NOT JOIN THE HI TEC CLUB??, PHONE FOR DETAILS

SECOND HAND TITLES BOUGHT & SOLD

MEGADRIVE inc GAME & HEADPHONES £149.95

ARROW FLASH	£33.95
ATOMIC ROBOKID	£33.95
BUDOKAN	£38.95
BATTLE SQUADRON	£38.95
CRACKDOWN	£33.95
DANGEROUS SEED	£34.95
DYNAMITE DUKE	£24.95
DARIUS II	£44.95
ELEMENTAL MASTER	£34.95
HELLFIRE	£24.95
J/M/FOOTBALL	£39.95
MAGICAL HAT	£34.95
HARD DRIVIN	£38.95
HEAVY UNIT	£34.95
MICKEY MOUSE	£33.95
MUSHA ALESTE	£34.95
RINGSIDE ANGEL	£34.95
SHADOW DANCER	£32.95
WONDERBOY III	£34.95
ZANY GOLF	£38.95

SUPER FAMICOM inc FREE GAME £300.00

BOMBUZAL	£44.95
F-ZERO	£44.95
FINAL FIGHT	£44.95
GRADIUS III	£44.95
MARIO LAND	£44.95
POPULOUS	£44.95
R-TYPE II	£44.95
ACT RAZER	£44.95
PILOT WINGS	£44.95

PC ENGINE inc FREE GAME.......... £159.95
PC ENGINE HAND HELD inc FREE GAME.......... £300.00
PC ENGINE TITLES IN STOCK, PLEASE PHONE FOR LIST
SEGA GEAR GAME & ATARI LYNX ALSO STOCKED, PHONE FOR PRICES

NEO-GEO inc 2 J/STICKS, M/CARD & GAME £449.95

JOY JOY KID	£189.95
PUZZLED	£189.95
BOWLS	£189.95
BLUES JOURNEY	£189.95
RING OF THE MONSTERS	£189.95

GAMEBOY DELUXE	£69.95
GAMEBOY SUPER DELUXE	£89.95
BUGS BUNNY	£24.95
BATMAN	£24.95
GHOSTBUSTERS II	£24.95
GREMLINS II	£24.95
F1 RACE	£24.95
NEMESIS	£24.95
T.M.N.T	£24.95

PLEASE NOTE: WE CAN ONLY LIST A SMALL AMOUNT OF GAMES IN THIS ADVERT WE HAVE MANY MORE TITLES IN STOCK!

MED-COM© ADAPTOR

CAN'T PLAY ALL THE LATEST JAPANESE SOFTWARE ON YOUR MEGADRIVE?? THEN YOU NEED A MEDCOM ONLY £14.95 (+ £2 p&p)

NES NINTENDO

TURTLES PACK	£79.95
ACTION SET	£99.95

AIRWOLF	£34.95
BATMAN	39.95
CASTLEVANIA	£24.95
FESTERS QUEST	£29.95
MEGA MAN II	£39.95
METAL GEAR	£34.95
R.C PRO AM	£29.95
RYGAR	£34.95
SKATE OR DIE	£24.95
TOP GUN	£29.95

REPAIR SERVICE ON ALL CONSOLES!!

HI-TECH HI-TECH HI-TECH HI-TECH

Tel: (0455) 291865/(0860) 444587

VISA

SPECIAL SUPER FAMICOM

Last month our man Jaz brought you a report on the machine that will take the gaming world by storm - Nintendo's Super Famicom. Now he's got hold of the first games to appear on this marvellous machine, and reckons they're incredible. Check 'em out and see what you think.

BUY A MACHINE



Early Super Famicoms were priced as high as £400.00, but now that importers can easily get hold of machines, the prices have dropped to a more realistic sum of between £200.00 and £300.00. Shop around and find the best deals going - many importers include free games with the machine! All the software is very reasonably priced - expect to pay around £40.00 per game.



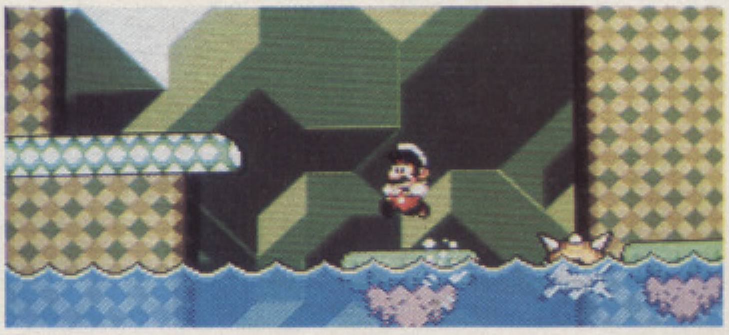
SUPER MARIO WORLD

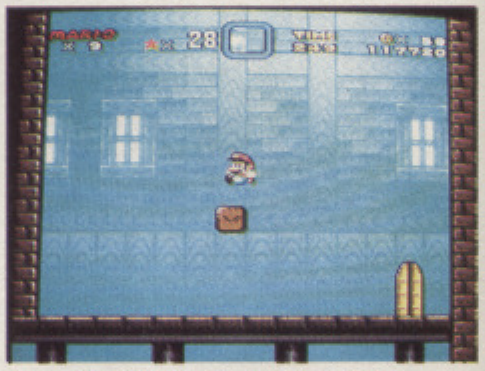
SUPER MARIO BROS. 4

The first game to appear on the Super Famicom is based around the fourth adventure of Nintendo's very own superstar, Mario.

Marioworld has once again been thrown into a crisis, all because of the evil Koopa and his army of madcap hoodlums. This group of horrid baddies has not only kidnapped the lovely Princess Mushroom, but they've stolen the seven lucky eggs from the Dragons of Sub-Con. Time for Mario to once again gird his loins and go and save the day.

On the face of it, Mario 4 is similar to the previous three outings, with scrolling platforms and ladders landscapes to negotiate. However, there's tons more in this game that in the other offerings.

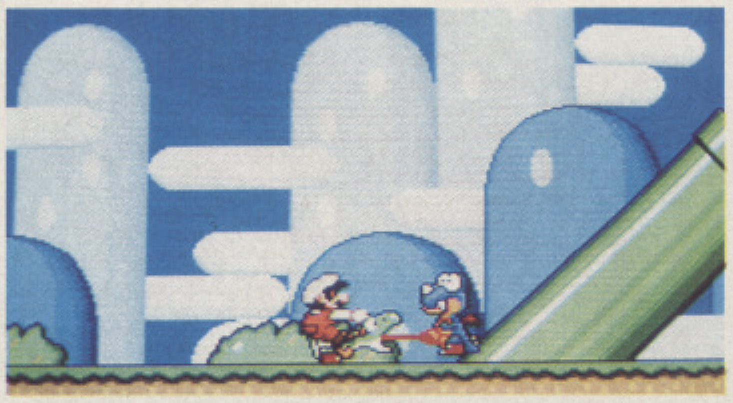




▲ *Diddy Mario leaps high.*

RIDE INTO BATTLE

Bust a special block and find an inflatable dragon and you can ride it into battle. If you press the fire button while you're on the dragon, its tongue flicks out and grabs any baddie in its path, drawing into its mouth and chomping it to death!



F-Z

Set in the far-flung future, F-ZERO puts you in control of one of four super hover-racers, with the idea of entering a series of Grand Prix races. These take place on courses suspended over a series of colourful landscapes.

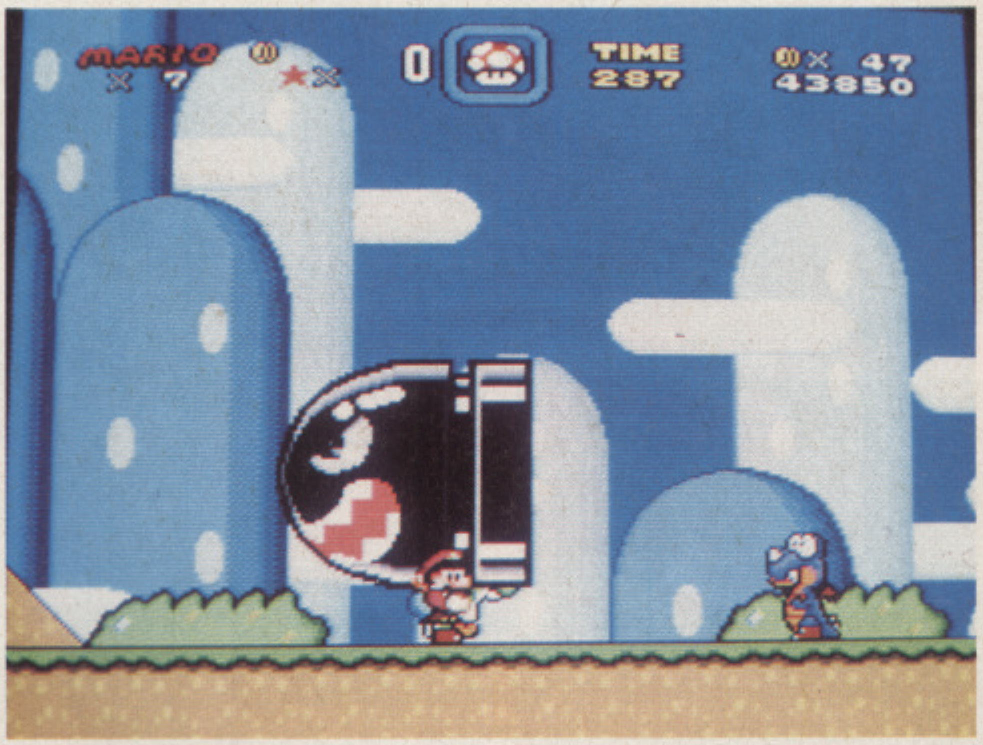
The object is simply to beat the other racers and come top of the league. Fail to do well and you're kicked out of the league and have to start all over again - and serve you right.

WHAT CAN MARIO DO?

Mushrooms make Mario big, while a flower endows him with fireball-lobbing capabilities. Stars give Mario temporary invincibility and a feather turns him into Super Mario, complete with flying and gliding capabilities.





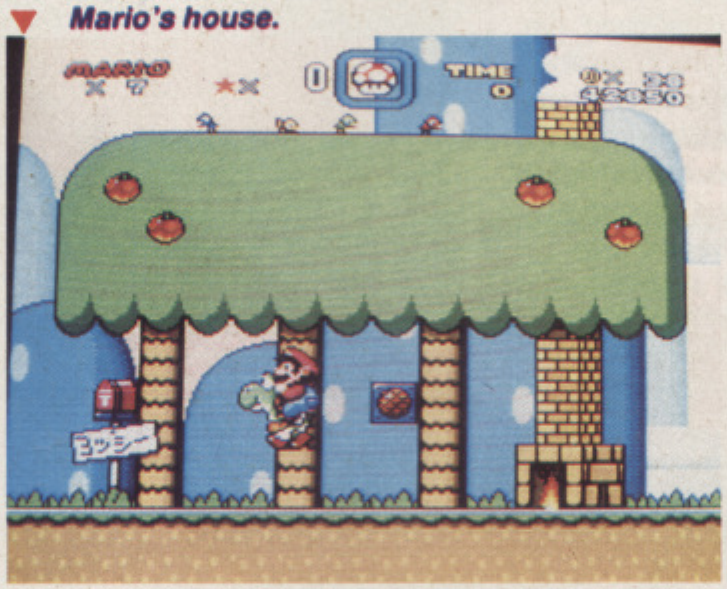


▲ *Mario's misses a mega missile!*

IS IT GOOD OR WHAT?

There are well over 100 huge levels (most of them hidden), and there are more secret bonuses, items and surprises than I've ever seen before in a game. It's not impossible to finish the game (you only have to complete 42 levels to get to the end of the game), but uncovering all of Mario 4's many, many mysteries will take months and months and months. To put it simply, it's everything a game should be: challenging, frustrating, rewarding - and most important of all, unbelievably addictive (I'm still nursing an injured finger from a weekend's solid (and I mean solid) play). If you've got a Super Famicom, this is as essential as the power supply!

▼ *Mario's house.*



▼ *Spook City.*





SUPA SCROLL-O-RAMA

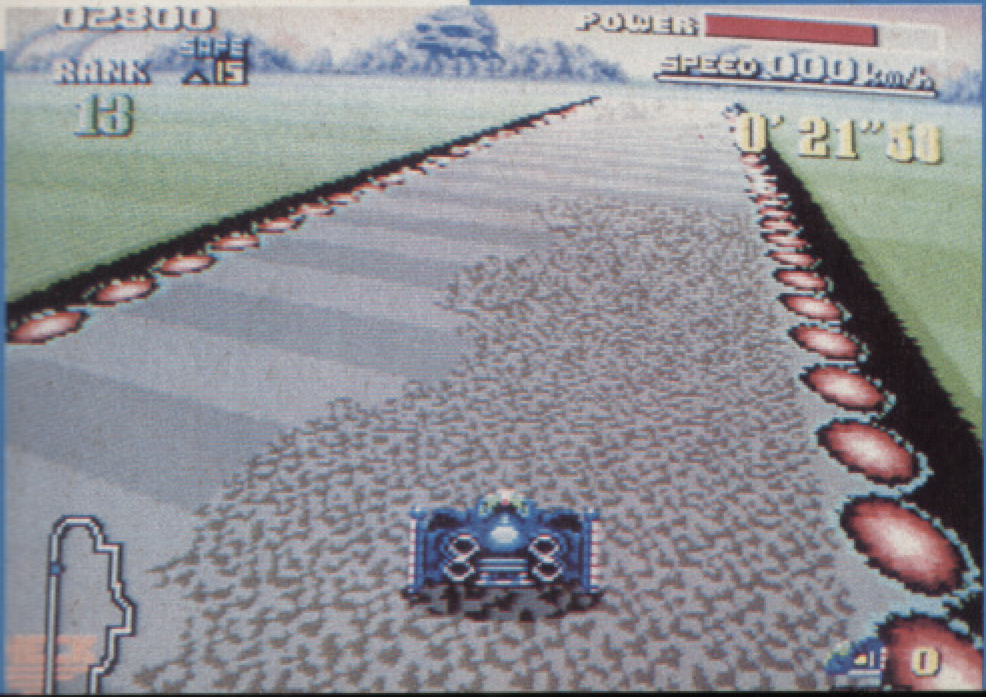
What makes F-Zero so stunning is its mega-fast, super-smooth, hyper-real 3D graphics. The screen rotates as the craft whizz around the course at truly amazing speeds, and the overall effect is nothing short of breathtaking!



▲ *Burn up the road.*



▲ *Once driven...*



WHAT ABOUT THE GAME?

As well as looking good, the game also plays brilliantly. At first is all seems rather simple, but once you get used to the feel of the craft (the control method is superb, with uncannily realistic handling) and start making headway, the game swiftly becomes very addictive. There's plenty of long-term challenge, with three leagues, four difficulty levels and four different craft to choose from.

If racing games are your thing - this is the ultimate!

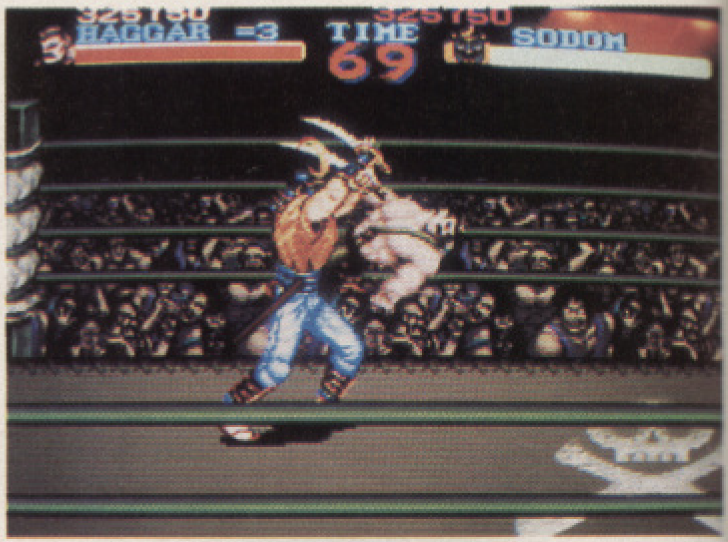


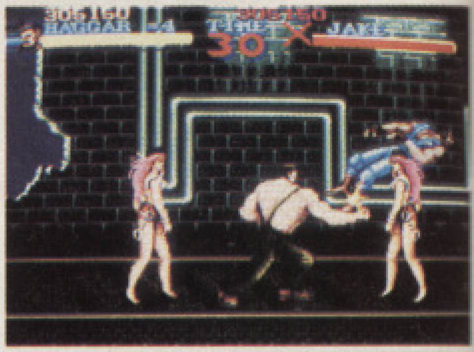
▲ *Pick a car.*



Final Fight

ファイナルファイト

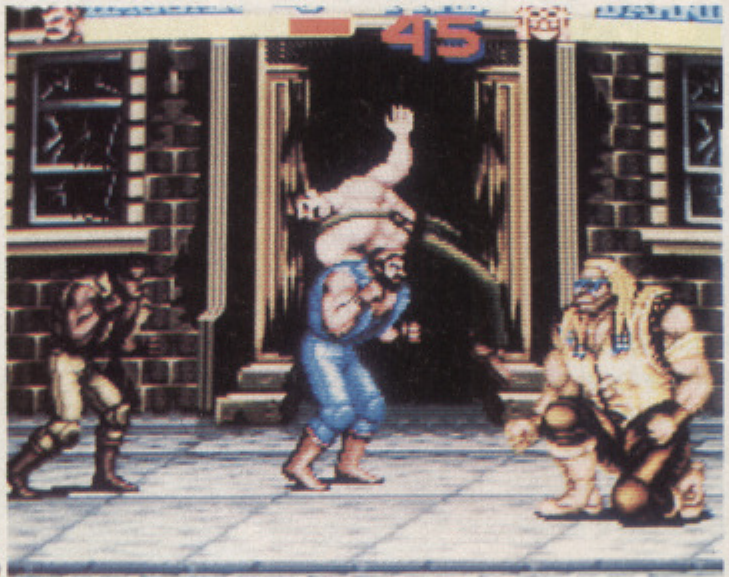




One of the first arcade conversions to appear on the Super Famicom is Capcom's incredibly popular Final Fight, which first appeared in arcades up and down the country early last year.

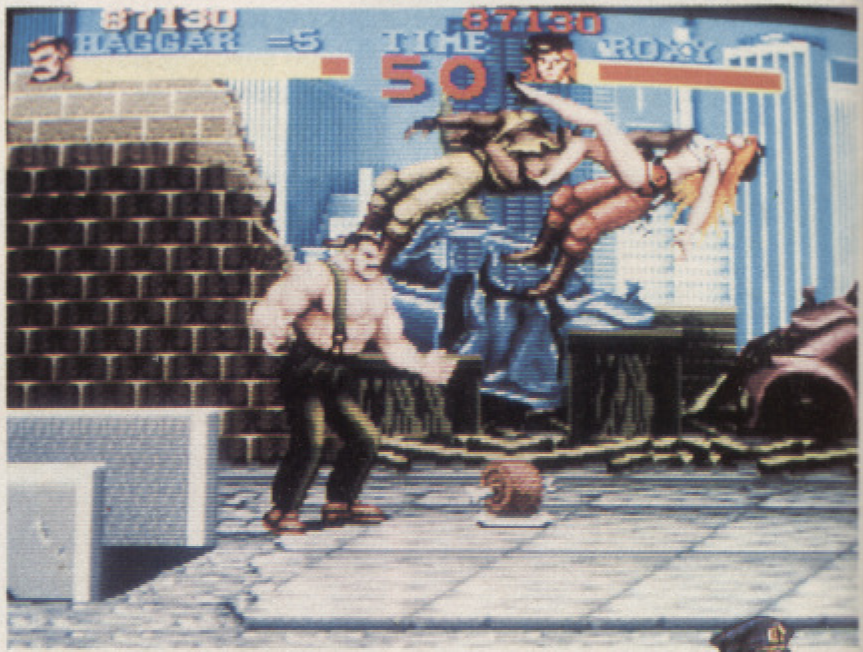
The story is pretty mundane - your girlie Jessica has been kidnapped by the evil Mad Gear gang, run by nasty old Crossbow, and it's up to you to go and rescue her. At the start of the game you can choose a character, either Mike Haggar the wrestler (and part time Mayor of the City) or Cody the cool street fighter. Both have their own special moves and strengths.

Then it's off on five long levels of beat 'em up action in which you fight all manner of street hoodlums to free your girlie!













WHAT A KNOCKOUT

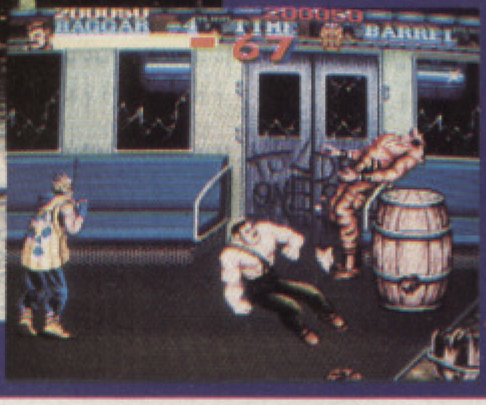
Featuring sprites which are as big and as beautifully drawn and animated as their arcade counterparts and some marvellous action, Final Fight is a game which beat 'em up fans will flip over. There's loads of action and plenty of challenge - it's tricky beating the game on level one, let alone level eight. If this is the standard of arcade conversions we can expect on the Super Famicom, owners of this machine will be very happy indeed...





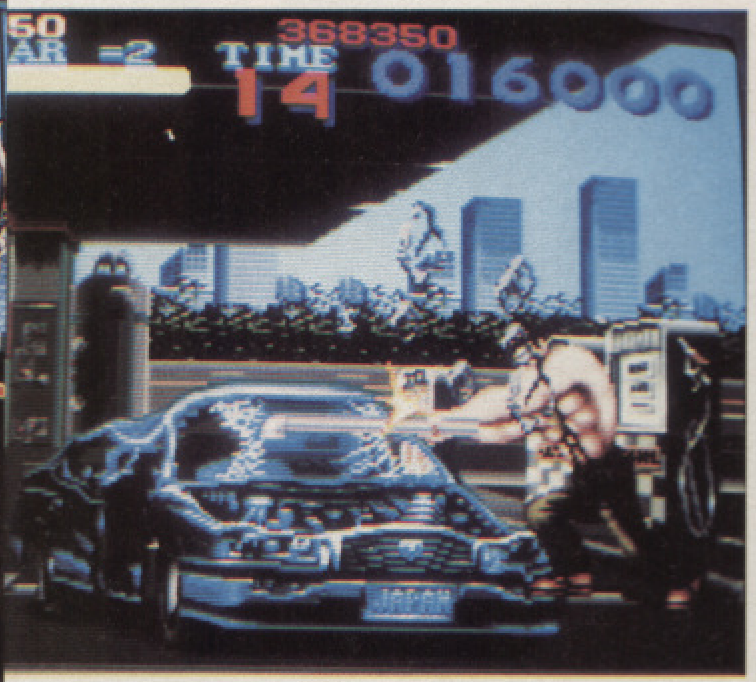










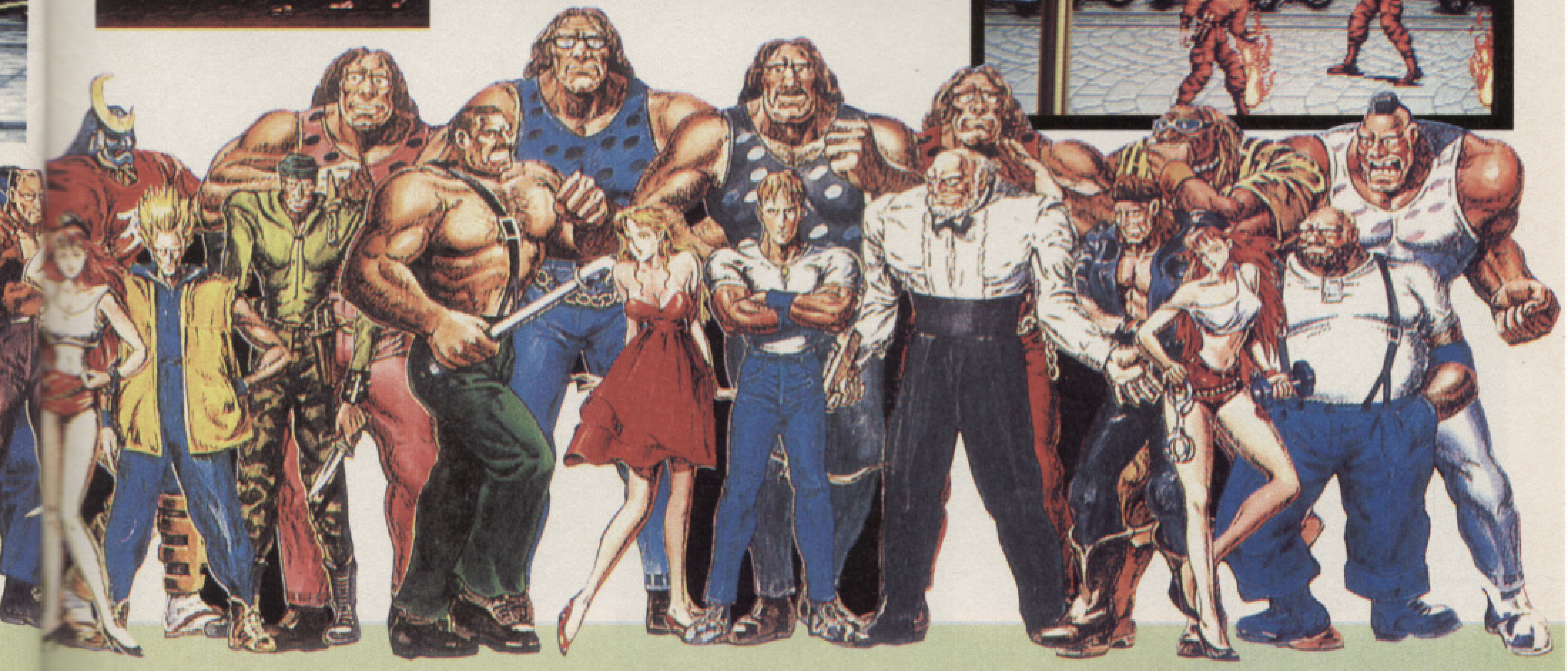


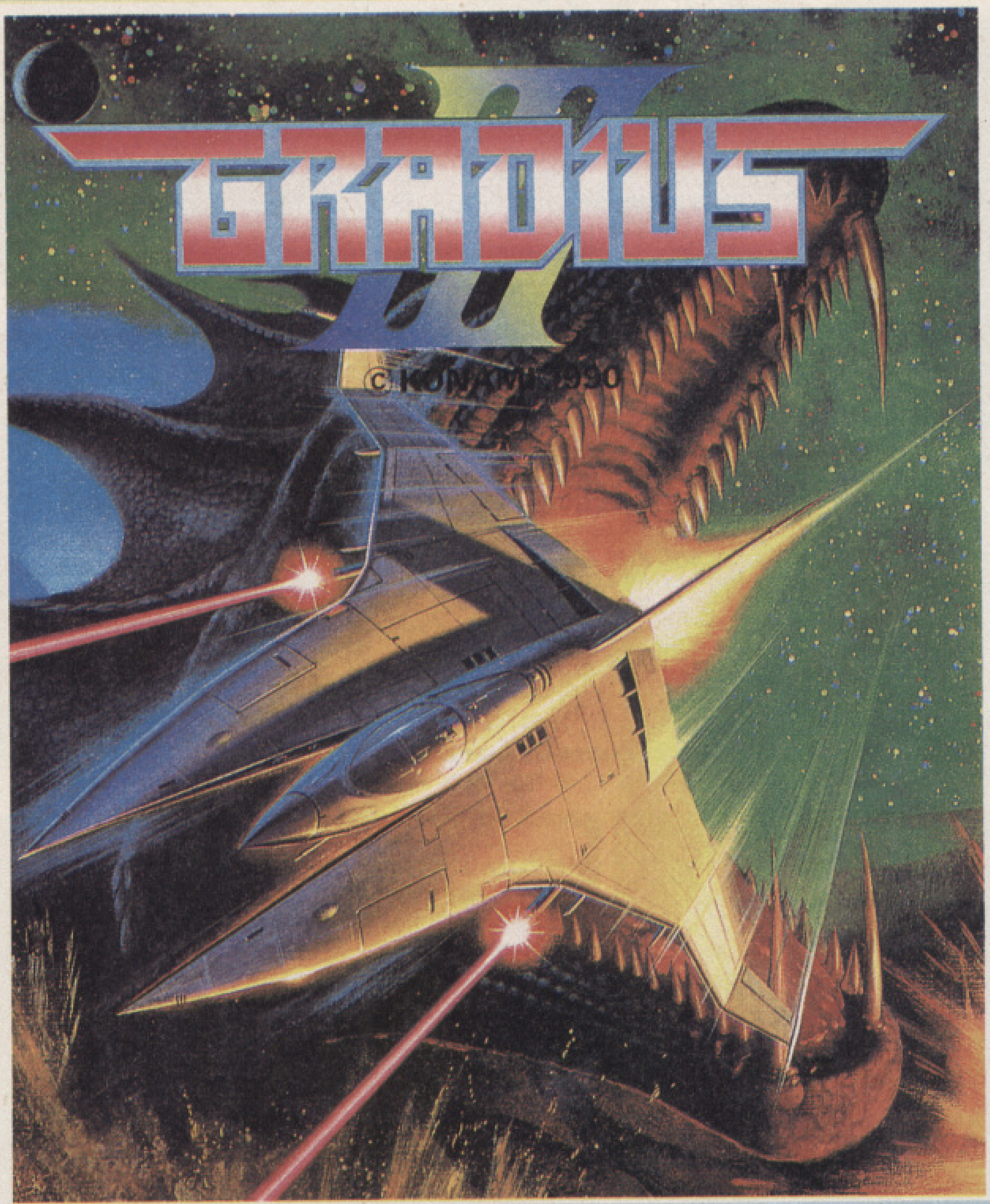


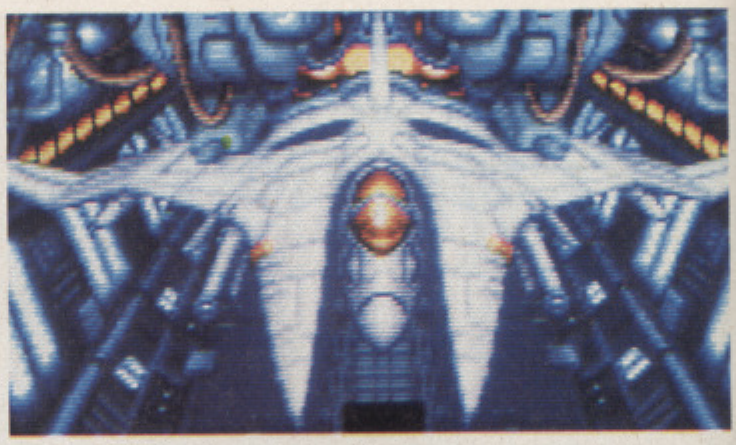
WHAT'S MISSING

This is a superb arcade conversion and contains almost all the thrills and spills of the original machine. All that's missing are the third character, Guy, the simultaneous two-player option and the Industrial level in the game itself, but these are more than made up for by eight difficulty levels to challenge you to the max!



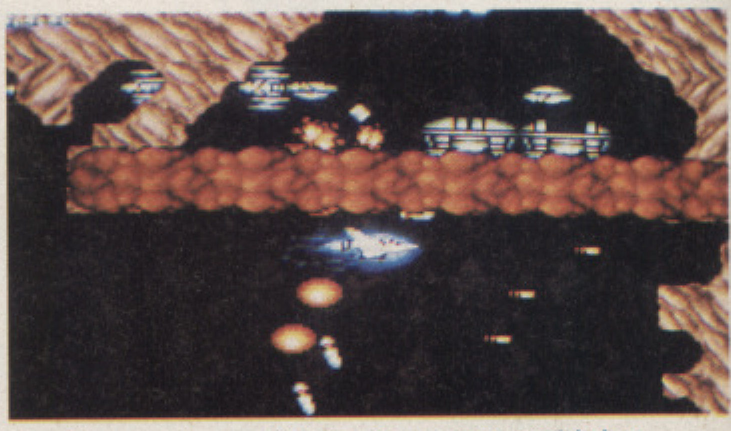






The third in the popular Nemesis coin-op series, Konami's Gradius III, is the first shoot 'em up to appear on the Super Famicom. It's just like its arcade counterpart, and has you flying into battle against hordes of alien ships, all intent on destroying you before you can deal out any punishment. There are power-ups to get, and of course a giant guardian at the end of each of the nine levels.

At the start of the game you can select a variety of different power-up weapons for your ship. The idea is that if formations of aliens are killed, they drop icons - collect enough for that particular power-up and it can be activated for use in battle. There's a load of different weapons, and it's up to you to find out which are the most effective for your particular playing style.



▲ *Powered up with the force and multiples.*



Using the same 3D programming technology as F-Zero, Pilot Wings gives you the chance to learn to fly a wide variety of craft.

The action is split into a variety of levels, each of which features several flight disciplines - the first level has sky diving and a light plane. The object is to score high enough in each discipline to surpass the set target and therefore win the licence which lets you tackle the events on the next level. It's trickier than it sounds. On the sky diving, for example, you first have to guide your parachutist through three rings as he free-falls though the air, and then guide him down to a target on the ground once his parachute has opened.

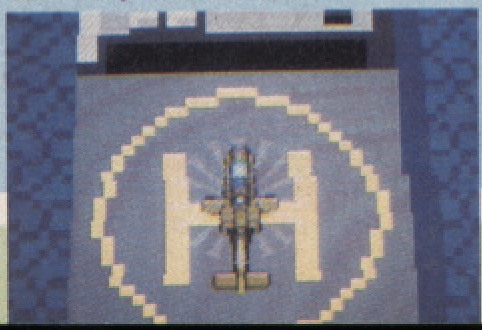
Points in all events are given for a variety of criteria - accuracy, time, style and so on - and you have to be a very good all-rounder to score high enough to move onto the next level.

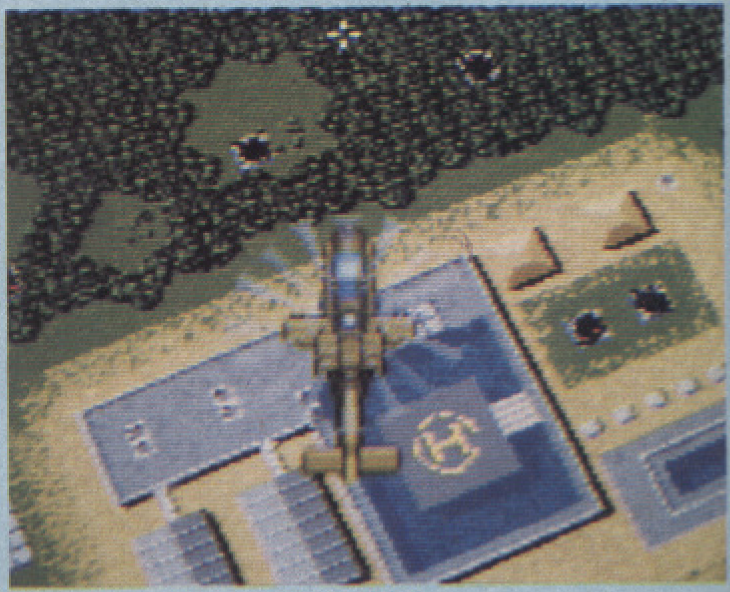


▲ *Aeroplane take-off.*



▲ *Jet packin' fun.*

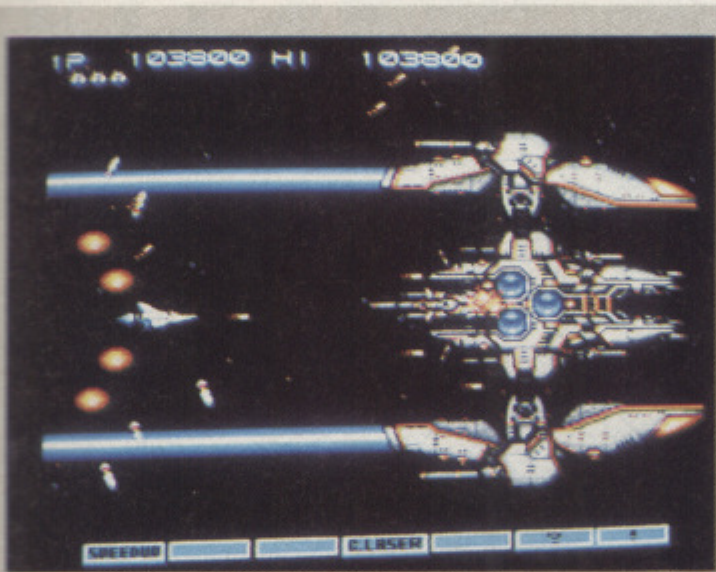


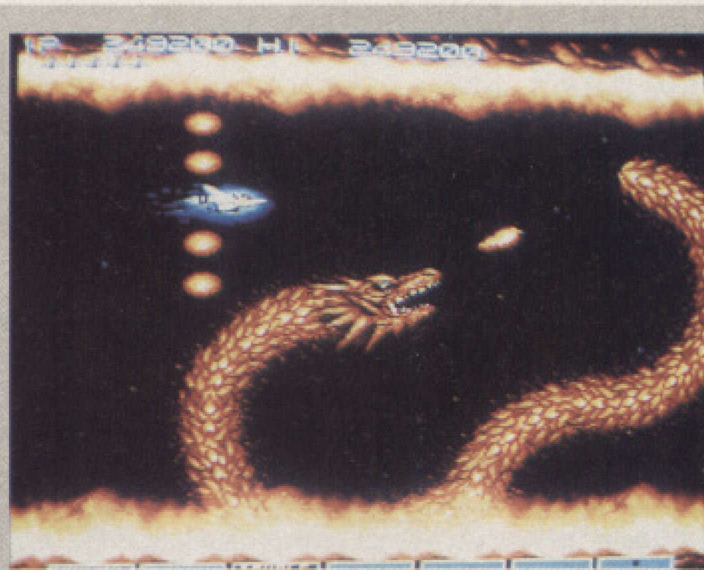


▲ *The chopper hovers high.*

WHAT ELSE CAN YOU DO?

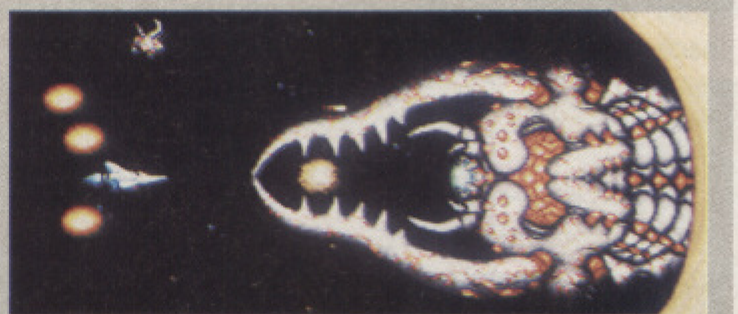
On later levels you get the chance to go hang-gliding, fly a jet pack, fly an A-10 Bronco aeroplane and a helicopter amongst other things, and it an increasing amount of flying skills are required to gain promotion to the next level.





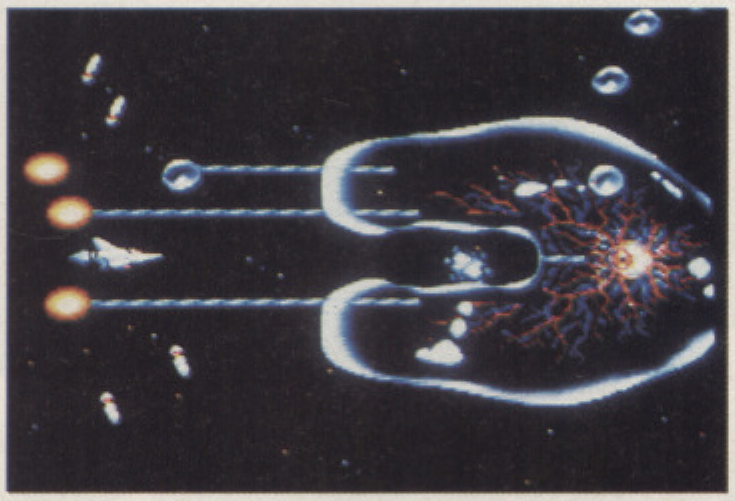
BLAST THE BADDIES

There's a wide variety of different aliens to destroy, ranging from the usual run-of-the-mill space craft to big beastly bubbles, giant fire snakes and Easter Island heads! The graphics are tremendous, with smooth scrolling backdrops and some amazing end-of-level baddies.





▲ *Break those stony faces.*



AS GOOD AS THE ARCADE?



When the action gets fast and furious, Gradius III slows down - but not quite as badly as the original arcade game! Other than that, it's the same as the coin-op and has all the excitement of the original. The only problem is that it's not particularly tough, and good shoot 'em up players should be able to complete it within a few days. Still - if you really want a shoot 'em up, this is very impressive indeed. Personally I can't wait for R-Type II, which is out at the end of next month.



FANCY FLYING

Once again the Super Famicom amazes and astounds. The sky diving event is truly awesome, with amazingly realistic wind sounds as the ground rushes towards you in a horribly realistic way. All the flying events are highly enjoyable - if you like the look of the graphics, just wait until you seem them moving. The vibrant backdrops scroll smoothly left and right, and the 3D is completely convincing - flying over the island airfield on level three in the jet pack is a gaming experience that you'll remember for a long time. If someone decides to do a proper flight simulator (or better still, a combat simulator) using this game style, it'll be completely amazing.





▲ *Unleash laser death on those nasty baddies.*

Here's a show-stopping arcade conversion! Gauntlet II is one of the most faithful recreations of a coin-op yet seen on the Nintendo.

If you don't know about the game, where have you been? It's one of the most famous multi-player arcade machines of all times. Each participant takes control of a character, either a dwarf, valkyrie, barbarian or wizard, and enters a series of multidirectionally scrolling mazes with the intent of escaping intact.

Between you and the exit is a horde of evil creatures, all hell bent on your destruction. There's certainly plenty of action and excitement, and also a load of goodies to pick up as you battle through screens and screens of action.

This Nintendo conversion has every feature of the coin-op, and, amazingly, has all the speech, ranging from "welcome red elf" to "blue barbarian needs food - badly" and "yellow wizard shot the food"! As well as sounding great, it's also graphically superb and is incredible fun to play, with one, two and four-player options!

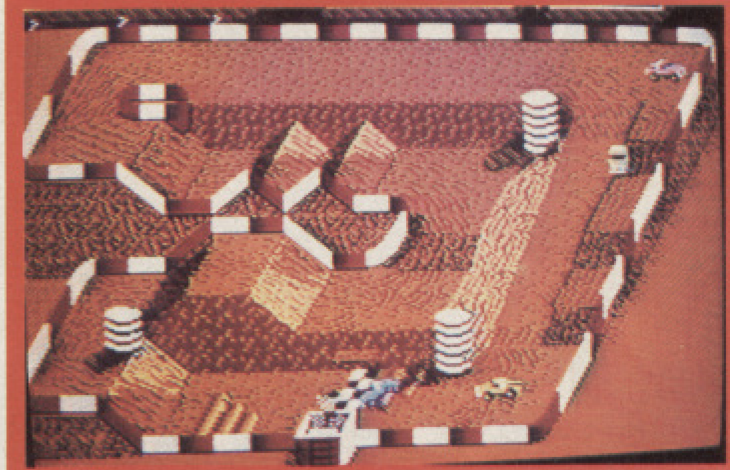
We'll be reviewing this one as soon as it's got an official release date!

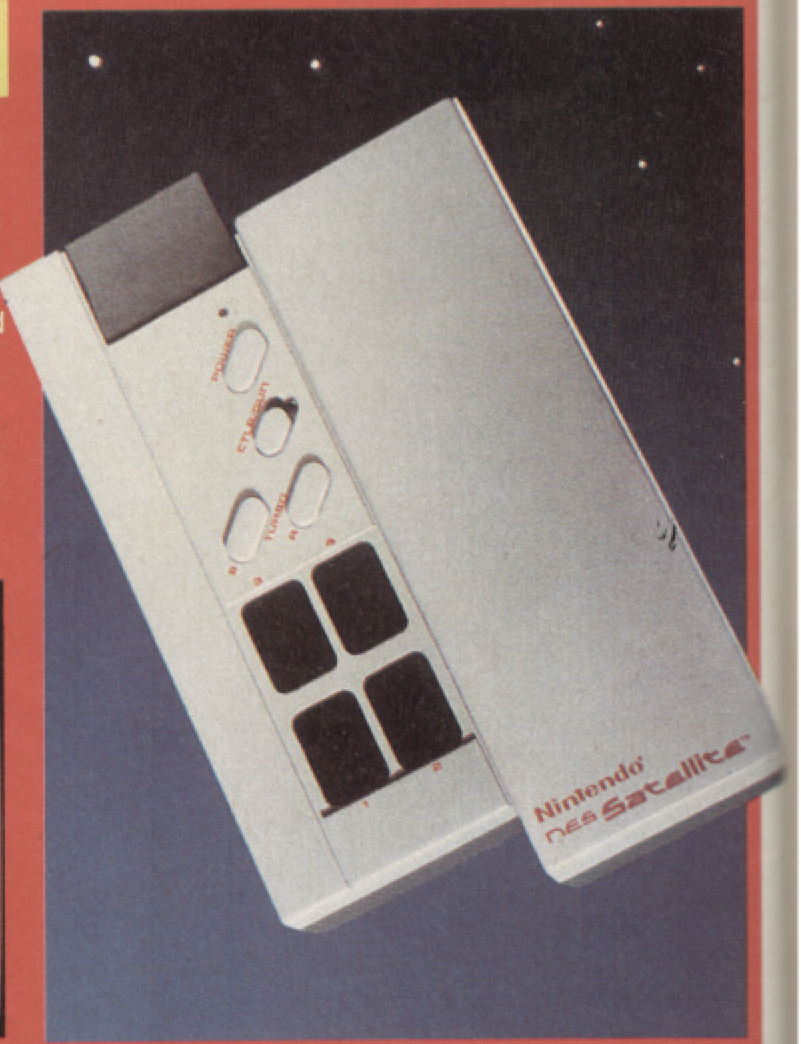




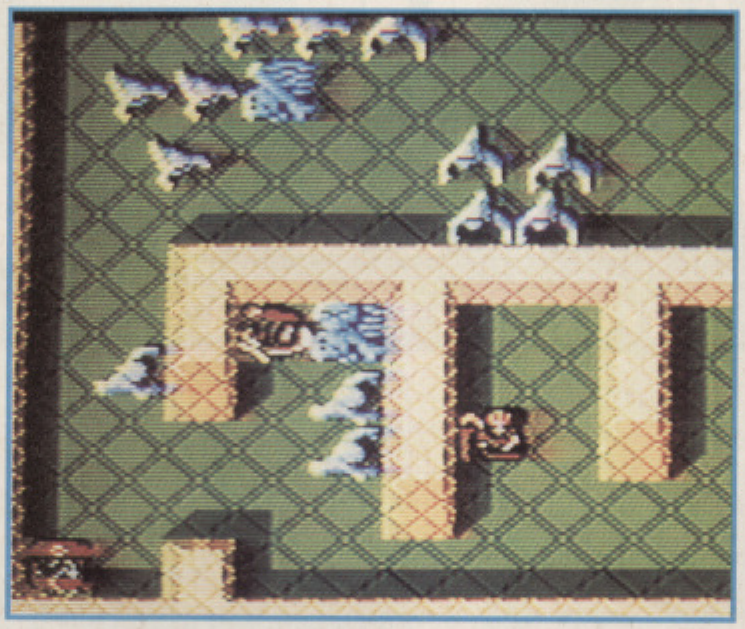
FOUR SCORE AND TEN

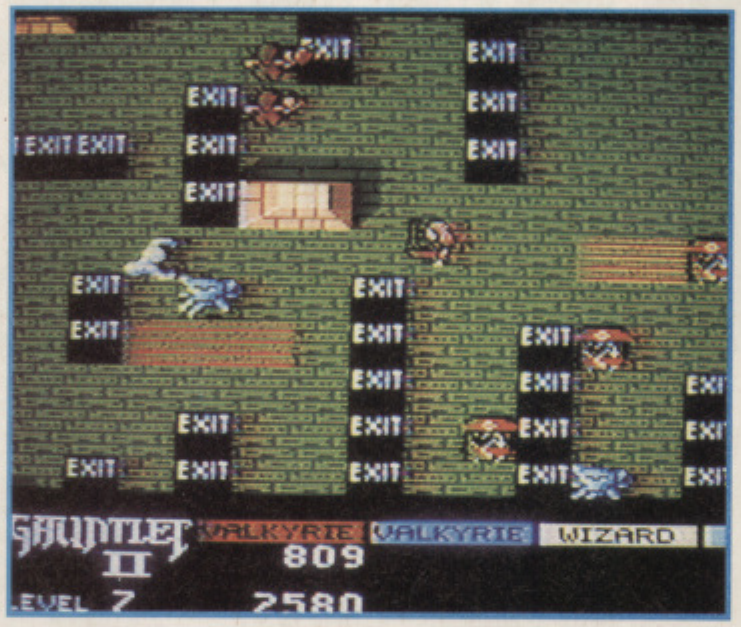
Coming soon for the Nintendo is the Four Score, an adaptor which allows four-players to play certain games at the same time! Wowee! Amongst the titles released soon in the UK which allow you to do just that are Ivan "Ironman" Stewart's Super Off-Road Racer (an excellent racing game which was reviewed last issue), Super Spike Volleyball and Nintendo World Cup Soccer. It's certainly great fun, and simultaneous four-player action guarantees plenty of heated competition (there were plenty of fights in the office!). We'll give you prices and an official release date as soon as we have them.

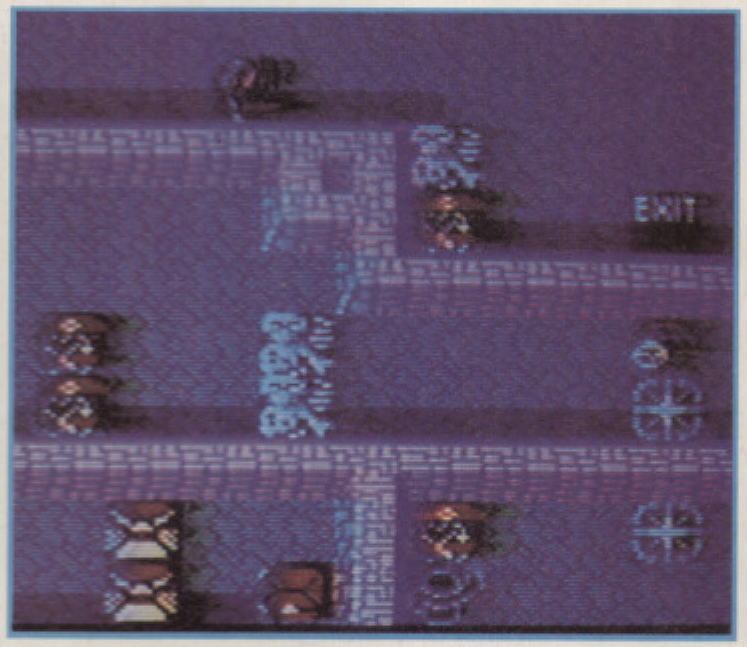


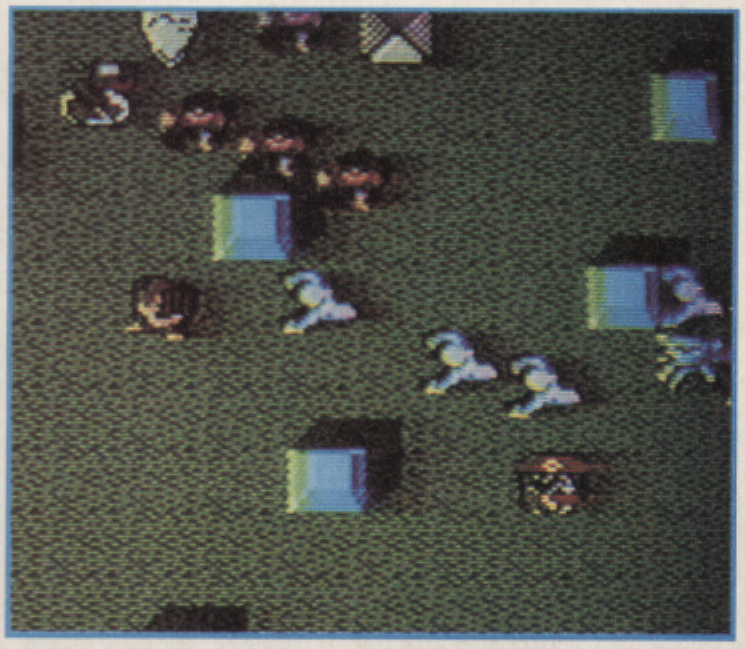


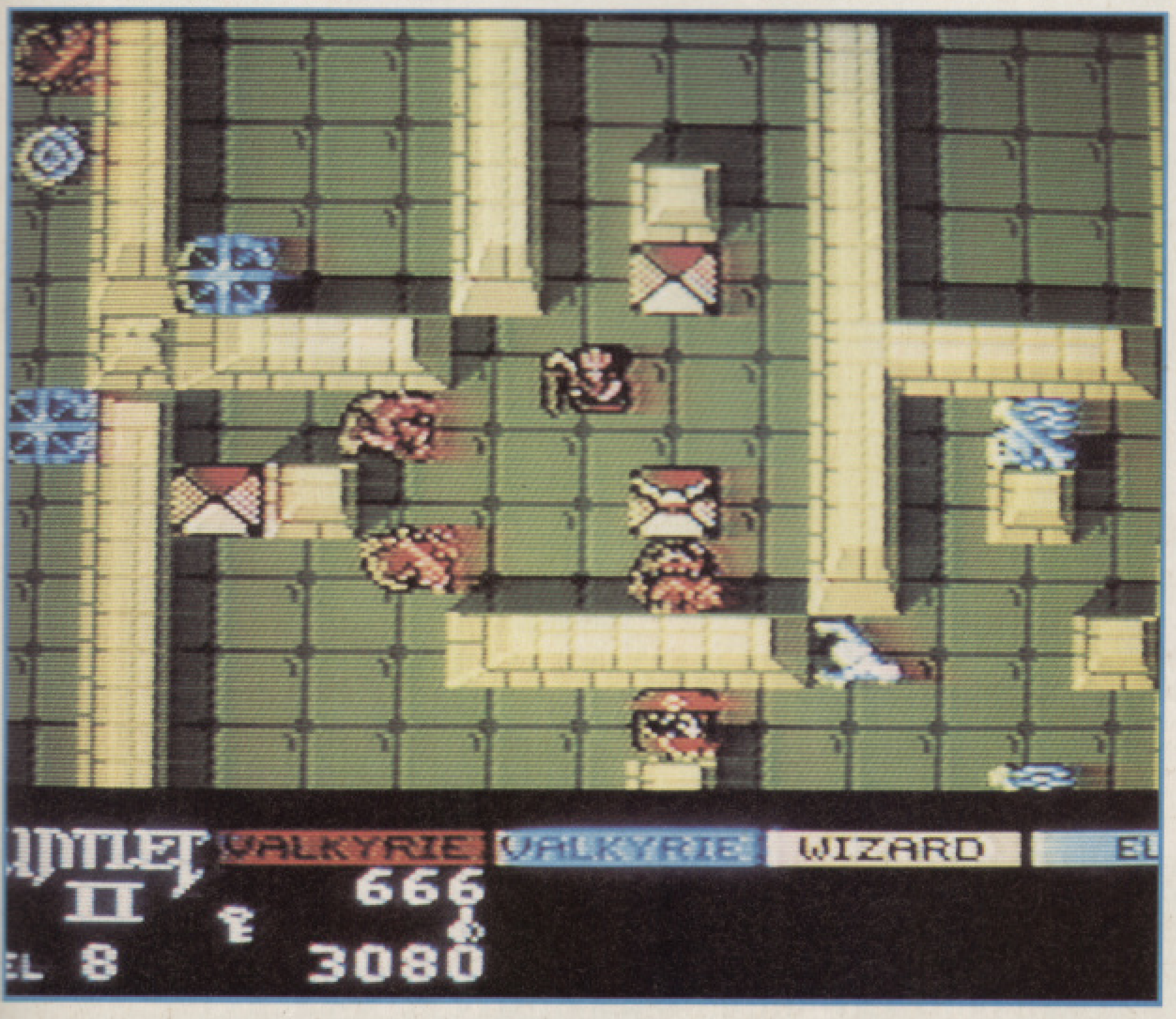














BY: MINDSCAPE

PRICE: TBA

RELEASE DATE: JULY
GAME DIFFICULTY: EASY
LIVES: 1
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: GREAT

1-4 PLAYERS

CU AMIGA

THE ULTIMATE GAMES GUIDE TO THE ULTIMATE COMPUTER

FEBRUARY 1991 £2.95
DM16 PTA 770 L11300
AN EMAP PUBLICATION



IT'S WAR! NAM

-THE BEST EVER STRATEGY?

SWIV-SILKWORM BLASTS BACK

ON THIS DISK!

IT'S SEQUEL TIME! PLAYABLE DEMOS OF THESE WONDERFUL FOLLOW UPS!

NEBULUS 2 (HEWSON) AND TURRICAN 2 (RAINBOW ARTS) - TOTALLY BRILLIANT ARCADE GAMES!

OUT NOW!

9 770265 721026

RPG SPECIAL

CHAOS STRIKES BACK, DRAGON WARS AND ALL-TIME GREATS

MORE GAMES THAN EVER! BUDGET SECTION • NEW! GAMES ROUND-UP • EXTERMINATOR • ATEI SHOW REPORT • TURRICAN 2 • PRO TENNIS 2 • SPEEDBALL 2 • LEMMINGS • CRIME WAVE • SWITCHBLADE 2 • DRAGON'S LAIR 2 • RODLAND • PREDATOR 2 • CHUCK ROCK. . . .

WORLDWIDE ·SOFTWARE·

106A CHILWELL ROAD, BEESTON NOTTINGHAM NG9 1ES
TEL: 0602 252113 TEL: 0602 225368 FAX: 0602 430477

SEGA MEGADRIVE (IMPORT)

ALTERED BEAST	28.00
ARROW FLASH	30.00
ASSAULT SUIT LEYNOS	26.00
ATOMIC ROBOKID	37.00
AXIS FZ	32.00
BATMAN	35.00
BURNING FORCE	35.00
COLUMNS	31.00
DANGEROUS SEED	34.00
DARIUS II	41.00
D.J. BOY	25.00
DYNAMITE DUKE	30.00
ELEMENTAL MASTER	37.00
E SWAT	30.00
FATMAN	37.00
GAIN GROUND	34.00
GANNES	41.00
HARD DRIVIN	34.00
HEAVY UNIT	34.00
HELLFIRE	35.00
INSECTOR X	31.00
MAGICAL HAT	34.00
MICKEY MOUSE	34.00
MOONWALKER	30.00
NORTH STAR	27.00
SHADOW DANCER	35.00
STRIDER	35.00
SUPER BASKETBALL	27.00
SUPER SHINOBI	29.00
TATSUJIN	29.00
THUNDERFORCE III	32.00
WONDERBOY III	34.00

SEGA MEGADRIVE (IMPORT/BRITISH)

ALEX KIDD	29.00
ARNOLD PALMER GOLF	32.00
BATTLE SQUADRON	37.00
BUDOKAN	37.00
CYBERBALL	32.00
FORGOTTEN WORLDS	32.00
GHOULS AND GHOSTS	38.00
GOLDEN AXE	32.00
JOHN MADDERN F/BALL	37.00
LAST BATTLE	31.00
MYSTIC DEFENDER	31.00
POPULOUS	37.00
RAMBO III	29.00
REVENGE OF SHINOBI	31.00
SUPER BASEBALL	31.00
SUPER HANG ON	31.00
SUPER MONACO GP	34.00
SUPER THUNDERBLADE	31.00
SWORD OF SODAN	37.00
THUNDERFORCE II	31.00
TRUXTON	31.00
TWIN HAWK	32.00
WORLD CUP ITALIA 90	29.00
ZANY GOLF	37.00
ZOOM	29.00

CONSOLES

IMPORTED MEGADRIVE	139.99
GAME GEAR + 3 GAMES	199.99
SUPER FAMICOM + 2 GAMES	449.99

ALL DELIVERY'S BY FIRST CLASS POST PLEASE MAKE CHEQUES AND P.O. PAYABLE TO WORLDWIDE SOFTWARE. OVERSEAS ORDERS ADD £1.50 PER ITEM. SEND SAE FOR PC ENGINE, MASTERSYSTEM, GAMEBOY, LYNX, NEO-GEO LISTS.

NORTH EASTERN CONSOLES

SALE PRICE CUT SALE PRICE CUT SALE PRICE CUT SALE PRICE CUT SALE

SALE NOW ON WHILE STOCKS LAST!!

SEGA MEGADRIVE	£129.00
SEGA MEGADRIVE INC 2 GAMES (OUR CHOICE)	£139.95
PC ENGINE INC 1 GAME (OUR CHOICE)	£159.95
NINTENDO SUPER FAMICOM INC 2 GAMES	£300.00
PC ENGINE GT INC GAME	£300.00
NINTENDO GAMEBOY	£69.95

USED GAMES BOUGHT AND SOLD CALL 0429 820830

MEGADRIVE GAMES

CURSE	£19.95
PHELIOS	£19.95
RASTAN II	£24.95
XDR	£24.95
INSECTOR X	£24.95
KLAX	£24.95
THUNDERFORCE II	£24.95
SHITEN MYOOH	£24.95
BURNING FORCE	£29.95
ARROW FLASH	£29.95
HELLFIRE	£29.95
DYNAMITE DUKE	£29.95
FATMAN	£29.95
GOLDEN AXE	£32.95
GHOULS n GHOSTS	£32.95
THUNDERFORCE III	£32.95
SKY SHARK	£32.95
AXIZ FZ	£32.95
ATOMIC ROBOKID	£32.95
RINGSIDE ANGELS	£33.95
HEAVY UNIT	£33.95
MAGICAL HAT	£33.95
MICKEY HOUSE	£33.95
CRACKDOWN	£33.95
WONDERBOY III	£33.95
HARD DRIVIN	£33.95
DANGEROUS SEED	£34.95
MOUCHE ALESTE	£34.95
ELEMENTAL MASTER	£34.95
BATTLE SQUADRON	£37.95
JOHN MADDENS	£37.95
SWORD OF SODAN	£39.95
DARIUS II	T.B.A
GAIN GROUND	T.B.A

*****ETC*****

JAP GAMES CONVERTOR £15

PC ENGINE GAMES

T/MONSTER PATH	£15
SPACE HARRIER	£15
KUNG FU MASTER	£15
SON + SON II	£17.95
DORAMON	£17.95
GALAGA 88	£19.95
BLUE BLINK	£19.95
SAMURAI WARRIOR	£19.95
HYPER LOAD RUNNER	£19.95
CITY HUNTER	£24.95
MANIAC WRESTLING	£24.95
ARMED F	£24.95
VEIGUES	£24.95
SHINOBI	£24.95
CYBER CORE	£27.95
STAR SOLDIER	£27.95
BARUMBA	£27.95
DIE HARD	£29.95
IMAGE FIGHT	£29.95
AFTERBURNER	£29.95
BATMAN	£29.95
RABID LEPUS	£29.95
XEVIOUS	£29.95

SUPER FAMICOM GAMES

SUPER MARIO WORLD	£39.95
BOMBUZAL	£39.95
F ZERO	£39.95
FINAL FIGHT	£49.95
GRADIUS III	£49.95
PILOT WINGS	£49.95
POPULOUS	£49.95
ACT RAISER	£49.95

GAMEBOY GAMES

PUZZLE ROAD	£15.00
OTHELLO	£15.00
ASMIC WORLD	£17.00
SNOOPY	£17.00
FLIPULL	£15.00
AFTERBURST	£22.95
GODZILLA	£24.95
NINJA WARRIOR	£24.95
CHASE HQ	£24.95
PACMAN	£24.95
GREMLINS II	£24.95
F1 RACE	£24.95

****ETC****

GAME LIGHTS	£10.00
MAGNIFIER	£10.00

****

PLEASE ADD £1.00 P+P FOR SOFTWARE £5.00 FOR MACHINES

****

ALL GAMES SUBJECT TO AVALABILITY

PLEASE MAKE CHEQUES + P.O. PAYABLE TO NORTH EASTERN CONSOLES

HETTON HOUSE
11 HARTLEPOOL STREET
THORNLEY
DURHAM DH6 3AN

****

BARCLAYCARD VISA

TEL: 0429 820830

PRO GAMES

SEGA MEGA DRIVE — SNK'S NEO GEO — GAMEGEAR — SUPER FAMICOM — NINTENDO GAMEBOY — PC Engine HANDHELD

CONSOLE SUPPLIES TEL: 081-769 9937 FAX:081-769 4688

SEGA MEGADRIVE HARDWARE

MEGADRIVE PAL + FREE GAME	164.95
MEGADRIVE PAL	144.95
UK/JAPANESE CONVERTOR (converts USA/Japanese to UK MD)	14.95
SCART LEAD (for use with Monitors or TV/ Scart)	12.95
ARCADE POWER STICK	39.95
PRO 1 JOYSTICK	29.95
CONTROL PAD	14.95
POWER PACK	14.95

SEGA GAME GEAR

GAME GEAR (Handheld Console) +Free Game	159.95
TV ADAPTOR	CALL
POWER PACK	14.95

GAMES

COLUMNS	28.95
G-LOC	CALL
PENGO	28.95
SOKO-BAN	CALL
SUPER GOLF	CALL
SUPER MONACO GP	29.95
WONDERBOY	29.95

PC ENGINE HARDWARE

PC ENGINE PAL + Free Game	169.95
PC ENGINE HAND HELD	299.95
SUPER GRAPHIC PAL	279.95
FIVE PLAYER ADAPTOR	23.95
CONTROL PAD	14.95

NEO-GEO HARDWARE

NEO-GEO	384.95
NEO-GEO CONVERTOR	29.95
NEO-GEO CARRY BAG	24.95
JOYSTICK	CALL

GAMES

BASEBALL STARS	189.95
CYBER-CLIP	189.95
MAGICIAN LORD	189.95
NAM 1975	189.95
NINJA COMBAT	189.95
RIDING HERO	189.95
SUPER GOLF	189.95
SUPER SPY	189.95

NINTENDO

GAMEBOY	69.95
GAMEBOY CASE (carry all or tote)	17.95
LIGHTBOY	29.95
ILLUMINATOR	17.95
GAME LIGHT	9.95

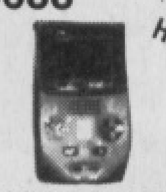


NINTENDO SUPER FAMICOM

SUPER FAMICOM	349.95
SUPER FAMICOM PAL	CALL
ACT-RAZOR	54.95
BOMBUZAL	44.95
FINAL FIGHT	49.95
PILOT WINGS	44.95
GRADIUS III	49.95
POPULOUS	59.95
SUPER MARIO WORLD	44.95
S WAR ZERO	44.95
R-TYPE II	CALL

MEGADRIVE GAMES

AEROBLASTER	CALL
ATOMIC ROBO KID	34.95
AXIS FZ	34.95
BATMAN	39.95
BATTLE SQUADRON	37.95
BIMINI RUN	CALL
BUDOKAN	39.95
COLUMNS	29.95
CRACK DOWN	34.95
CROSS FIRE	CALL
DANGEROUS SEED	34.95
DARIUS II	44.95
DICK TRACY	CALL
DJ BOY	32.95
ELEMENTAL MASTER	39.95
ESWAT	32.95
FINAL BLOW	34.95
FIRE SHARK	34.95
GAIARES	44.95
GALLAXY FORCE	CALL
GRANADA X	34.95
GAIN GROUND	34.95
GHOULS 'n' GHOSTS	39.95
GHOSTBUSTERS	32.95
GOLDEN AXE	33.95
GYNOUG	CALL
HARD DRIVIN	39.95
HEAVY UNIT	34.95
HELLFIRE	34.95
HURRICANE	CALL
JOHN MADDEN'S FOOTBALL	39.95
JOE MONTANA FOOTBALL	39.95
KA JE KI	CALL
KLAX	33.95
LAKERS Vs CELTICS	34.95
MAGICAL HAT (TURBAN)	34.95
MASTER GOLF	34.95
MICKEY MOUSE	34.95
MIDNIGHT RESISTANCE	CALL
MOONWALKER	33.95
MUSHA ALESTE	38.95
NEW ZEALAND STORY	34.95
POP BREAKER	CALL
POPULOUS	39.95
RAINBOW ISLANDS	39.95
RINGSIDE ANGEL	34.95
ROAD BLASTERS	CALL
SHADOW DANCER (Super Shinobi II)	34.95
SPIDERMAN	CALL
STAR CRUISER	CALL
STRIDER	38.95
SUPER AIRWOLF	CALL
SUPER HANG-ON	34.95
SUPER MONACO GP (PAL)	34.95
SUPER REAL BASKETBALL	33.95
SUPER SHINOBI	CALL
SWORD OF VERMILLON	49.95
SWORD OF SODAN	34.95
TARGET EARTH	CALL
TECHNOCOP	39.95
THUNDERFORCE II	33.95
THUNDERFORCE III	38.95
TRAMPOLINE TERROR	34.95
VASUM	CALL
WONDERBOY III	34.95
WORLD CUP SOCCER	34.95
WRESTLE WAR	CALL



GAMEBOY GAMES

BAD AND RAD	24.95
BATMAN	24.95
BUBBLE BOBBLE II	24.95
BUBBLE GHOST	24.95
CASTLEVANIA	23.95
CHASE HQ	24.95
COSMO TANK	23.95
DOUBLE DRAGON	24.95
FINAL FANTASY	29.95
GARGOYLES QUEST	23.95
GHOSTBUSTERS II	24.95
HAL WRESTLING	24.95
MERCANARY FORCE	24.95
NEMISIS	23.95
NFL FOOTBALL	24.95
NINJA BOY	24.95
NINJA TURTLES (fall of the foot clan)	24.95
PAPERBOY	24.95
PIPE DREAM	24.95
QIX	23.95
ROBOCOP	24.95
SOCCER BOY	23.95
SPIDERMAN	24.95
SUPER MARIO LAND	23.95
WF SUPERSTARS	24.95

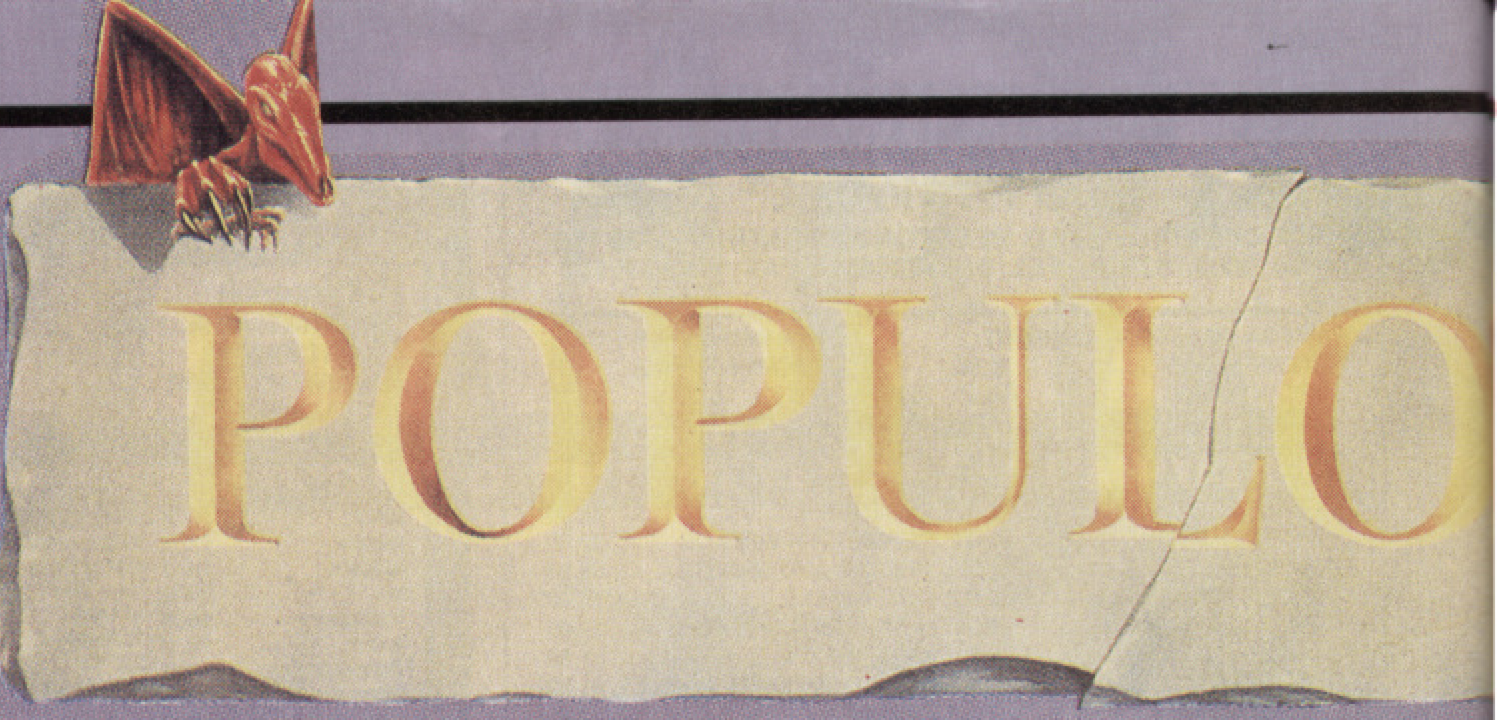
PLEASE MAKE CHEQUES PAYABLE TO PRO GAMES. ALL DELIVERIES BY FIRST CLASS MAIL. NEW BUSINESS HOURS MON-SAT 9.00am-7.00pm SUN 9.30am-2.00pm RING FOR GAMES THAT ARE NOT LISTED. ALL ENQUIRES WELCOME. POSTAGE: NO CHARGE FOR GAMES £3 FOR CONSOLES IN LONDON. OUT OF LONDON £1 PER GAME AND £5 PER CONSOLE.

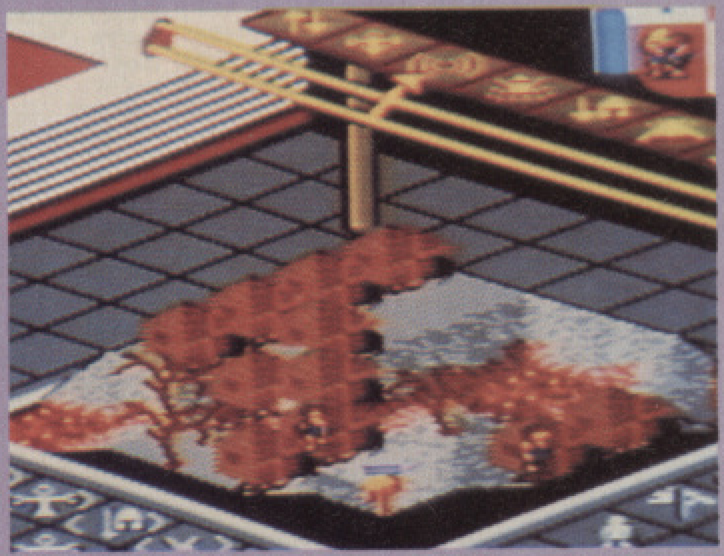
21 RIGGINDALE ROAD, STREATHAM, LONDON SW16 1QL

発売間近

PREVIEW

SEGA





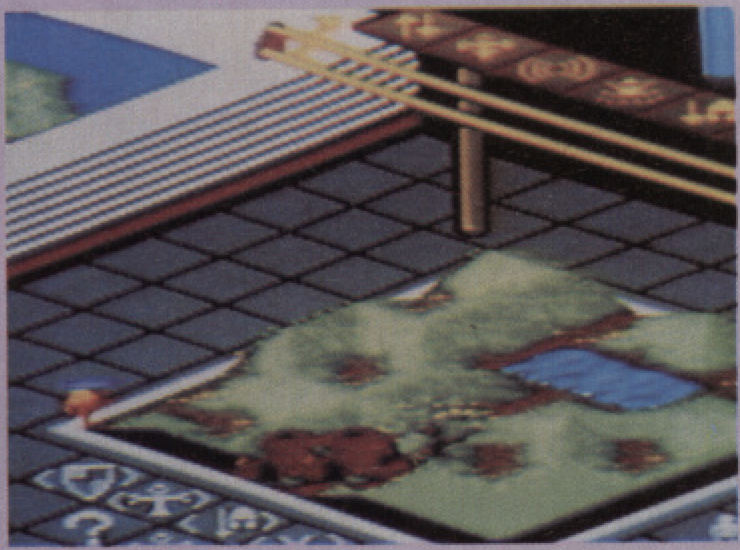
Following the release of Megadrive Populous, it will soon be possible for Master System owners to play God too, thanks to a conversion by TecMagik.

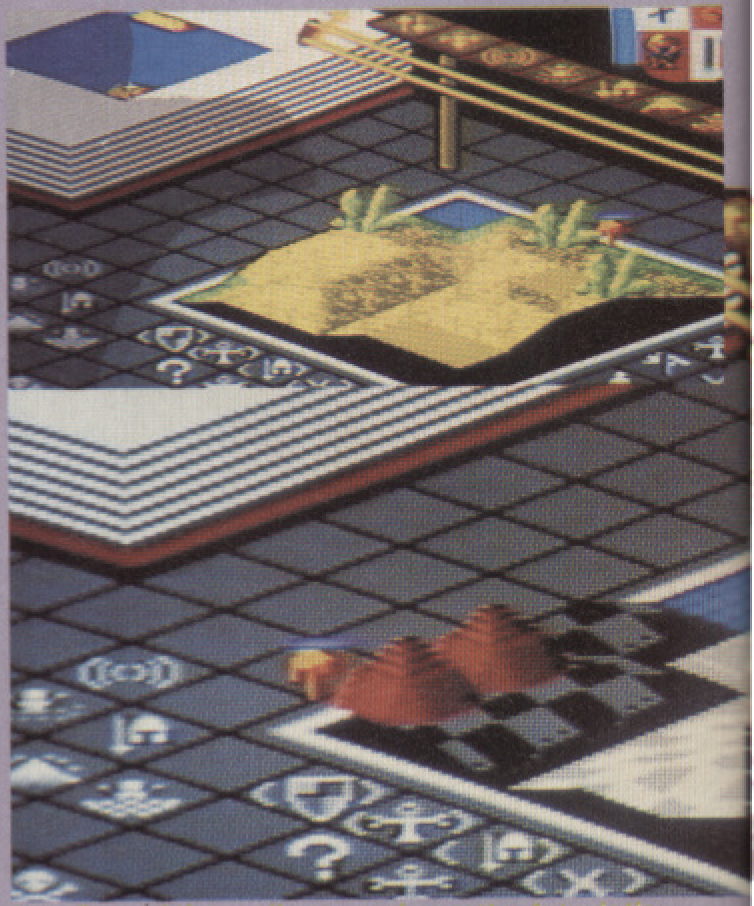
Controlling an increasing number of followers, the aim is to utterly destroy the worshipers of the opposing evil god, and gain points for the number of houses, castles and knights under control at the end of each conflict.

Set over a number of different landscapes, which all have an effect on the game, Populous is not for wimps. Skill, tactics, and downright skullduggery are the only things that guarantee victory, as the computer opponent increases in speed, ability and aggression every time it is beaten. So new strategies must be devised on a regular basis to avoid a humiliating defeat by the computer - unless abject defeat is your cup of tea!

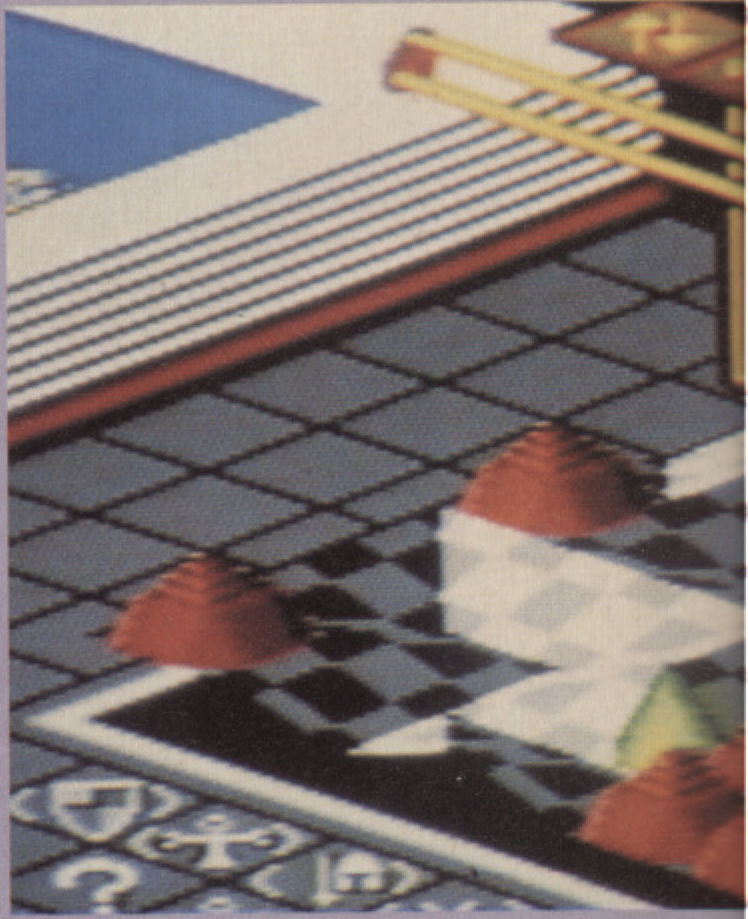
Look out for a full review in an upcoming MEAN MACHINES. This looks to be a very impressive game, with excellent graphics and gameplay. Let's hope it lives up to expectations!

▼ *Where are your followers?*

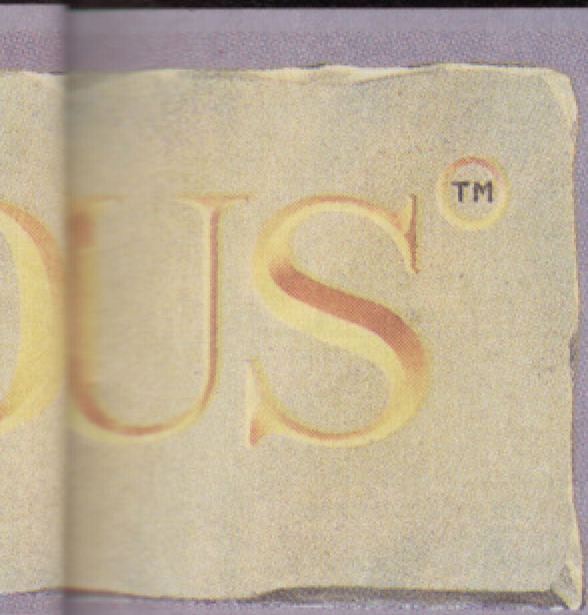


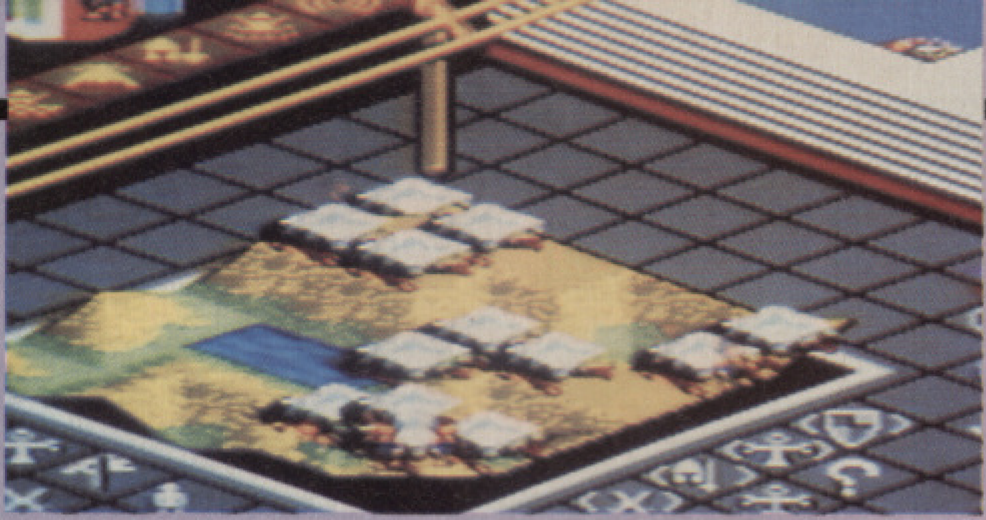


▲ *One of the walkers explores the futuristic world.*



▲ *The manna bar's quite high - why not try creating a swamp?*



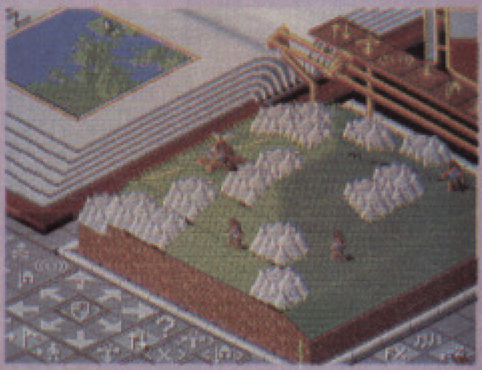


EXPLORE STRANGE NEW WORLDS...

As well as the desert, grassy plains, ice, and rocky hell worlds of the original Populous, the Sega version adds new landscapes for your delectation and delight. Among others, a futuristic world has been added that is set on a grid system. Also included is a Bitmap world, replete with computer print-outs and the like. Weird or what?







▲ *THe unpleasant results of a volcano!*

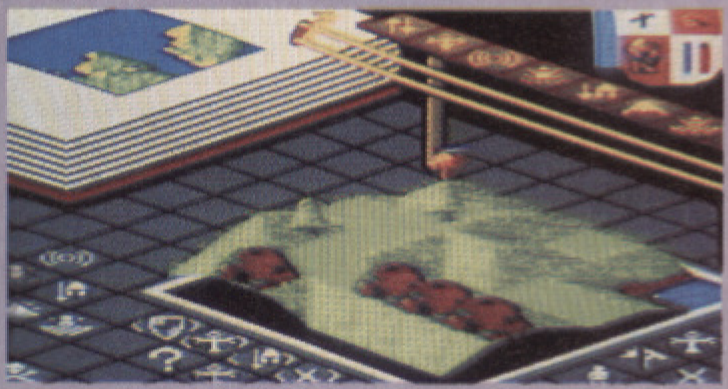
▼ *The very first world, Genesis. Only another 4999 to go!*

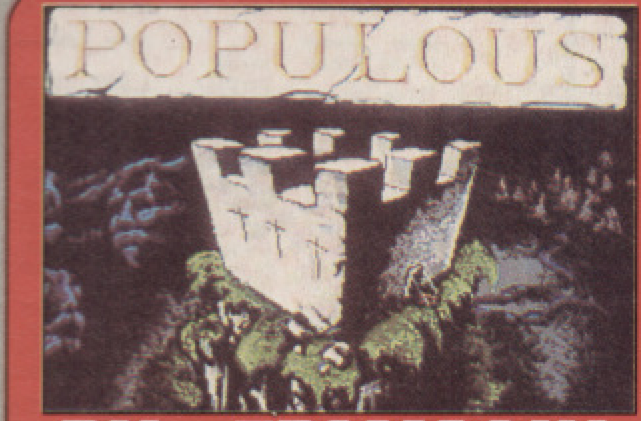


WORLD TO CONQUER
GENESIS
BATTLE NUMBER IS 0
LANDSCAPE IS GRASSY PLAINS
EVIL IS VERY SLOW
EVIL RATING IS VERY LOW
BUILD NEAR TOWNS
THE SWAMPS ARE SHALLOW
WATER IS HARMLESS

	GOOD	EVIL
POPULATION	3	3
EARTHQUAKES	YES	NO
SWAMPS	YES	NO
KNIGHTS	YES	NO
VOLCANOS	YES	NO
FLOODS	YES	NO

▼ *A pastoral scene, ripe for the conquer.*





BY: TECMAGIK

PRICE: TBA

RELEASE DATE: MAR
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: GREAT

1 PLAYERS

DELTA CONSOLES

MEGADRIVE

Air Diver	£29.99
Aleste	£34.99
Arrow Flash	£35.99
Atomic Robokid	£34.99
Axis	£37.99
Batman	£36.99
Burning Force	£32.99
Columns	£26.99
Crackdown	£34.99
Curse	£22.99
Cyber Ball	£24.99
Dangerous Seed	£34.99
Darius II	£44.99
DJ Boy	£24.99
Dynamite Duke	£32.99
Elemental Master	£37.99
E-Swat	£27.99
Fatman	£34.99
Galares	£44.99
Gain Ground	£34.99
Ghostbusters	£24.99
Ghouls & Ghosts	£34.99
Golden Axe	£29.99
Granada	£34.99
Hard Driving	£37.99
Heavy Unit	£37.99
Herzog Zwei	£22.99
Hellfire	£32.99
Insector X	£34.99
Klax	£32.99
Magical Hat	£34.99
Master Golf	£25.99
Mickey Mouse	£34.99
Moonwalker	£30.99
New Zealand Story	£25.99
Phantasy Star II (English)	£36.99
Phelios	£32.99
Rastan Saga II	£24.99
Rainbow Islands	£37.99
Ringside Angel	£34.99
Same Same Same	£36.99
Shadow Dancer	£34.99
Strider	£39.99
Super Baseball	£29.99
Super Basketball	£24.99
Super Hang On	£32.99
Super Shinobi	£32.99
Tetris	£24.99
Thunder Force III	£29.99
Twin Hawk	£29.99
World Cup Soccer	£27.99
Wonderboy III	£34.99

SEGA MASTER

Afterburner	£24.99
Alex Kidd in High Tech World	£24.99
Alex Kidd in Shinobi World	£24.99
American Baseball	£24.99
Black Belt	£21.99
Bomber Raid	£24.99
California Games	£24.99
Captain Silver	£24.99
Cloud Master	£24.99
Columns	£21.99
Cyborg Hunter	£21.99
Dead Angle	£24.99
Double Dragon	£24.99
Global Defense	£12.99
Golden Axe	£26.99
Golvellius	£24.99
Great Baseball	£21.99
Great Golf	£21.99
Kenseiden	£24.99
Lord of the Sword	£24.99
Missile Defense 3d	£21.99
Monopoly	£24.99
Out Run	£24.99
Penguin Land	£24.99
Poseiden Wars 3D	£21.99
Pro Westling	£21.99
Psycho Fox	£24.99
R-Type	£24.99
Rambo III	£24.99
Rampage	£24.99
Rastan	£24.99
Shinobi	£24.99
Space Harrier	£24.99
Space Harrier 3D	£21.99
Thunderblade	£24.99
Time Soldiers	£24.99
Vigilante	£24.99
Wanted	£21.99
Wonderboy III	£24.99
Y'S	£24.99

Hardware Accessories

Master System

Light Phaser	£25.99
Light Phaser with 3 Games	£39.99
3D Glasses	£34.99
Control Stick with Auto Fire Adapter	£17.99

Megadrive

Megadrive Joypad	£12.99
Megadrive Pro-1 Joystick	£19.99
UK Converter	£16.99

GAMEBOY

Amazing Penguin	£24.99
Bases Loaded	£24.99
Batman	£26.99
Boomers Adventure	£24.99
Bubble Ghost	£24.99
Bugs Bunny	£24.99
Castlevan Adventure	£24.99
Catrap	£24.99
Chase HQ	£24.99
Daedalian Opus	£22.99
Dead Heat Scramble	£24.99
Double Dragon	£24.99
Dr Mario	£24.99
Final Fantasy Legend	£29.99
Fist of the North Star	£24.99
Filpull	£24.99
Fortressol Fear	£24.99
Ghostbusters II	£24.99
Heavy Weight Boxing	£24.99
Klerk	£24.99
Motor Cross Maniac	£24.99
Nemesis	£24.99
NFL Football	£24.99
Power Racer	£24.99
Quarth	£24.99
Skate or Die	£24.99
Snoopy	£24.99
Spiderman	£24.99
Teenage Ninja Turtles	£26.99
Wheel of Fortune	£26.99

Hardware

Megadrive + Joypad
+ Pau + Altered Beast
£149.00

Super Famicom (Scart) +
Joypad + Pau +
Mario 4 + F-Zero
£299.00

Sega Game Gear
inc 3 Games
£179.00

Please Add £1.00 for P&P for Software
Please Add £5.00 for P&P for Consoles
All Prices include VAT
All Products are Imports and are
Subject to Availability

All Sega Master and Gameboy Titles
are American with English Manuals

E&EO

Delta Consoles
PO Box 159
Union Street
Oldham, Lancs OL1 1WW
Mail Order Tel No. 061-628 5371
Mail Order Fax No. 061-627 3578

XEXEX

AROUND 350 CONSOLE GAMES AVAILABLE FOR:

AMSTRAD – GX4000
ATARI – LYNX/2600/7800
NINTENDO – ENTERTAINMENT SYSTEM/GAMEBOY
SEGA – MASTER SYSTEM/MEGADRIVE
NEC – PC ENGINE

Are you bewildered by Lists of games? Our Price List includes Ratings and descriptions for most Games.

CHECK OUT OUR SUPER LOW PRICES. WE ARE CONFIDENT THAT OUR PRICES ARE THE LOWEST ANYWHERE!!

OUR PRICES ARE INCLUSIVE OF POSTAGE & PACKING.

We only sell Official British Games – No Imports!
We do not List Games that are not yet released.

Please send a stamped self addressed envelope for our latest Price List and Order Form to:

XEXEX, PO BOX 3, ALBRIGHTON, WOLVERHAMPTON. WV7 3LX

VIDEO GAME CENTRE

870 WIMBORNE ROAD, BOURNEMOUTH BH9 2DR

★ NINTENDO, SEGA, LYNX, GAMEBOY, MEGADRIVE ★
HERE ARE A FEW EXAMPLES OF OUR PRICES

GAMEBOY

Carrycase	£14.99
Light Boy	£19.99
Pipe Dream	£19.99
Double Dragon	£24.99
Robocop	£24.99
Final Fantasy	£26.99

+ MANY MORE

LYNX

Carrycase	£15.99
Paperboy	£24.99
Rampage	£27.99
Rygar	£27.99

PLEASE SEND SAE FOR FULL PRICE LIST

MEGADRIVE

Eswat	£29.99
Mickey Mouse	£32.99
Strider	£32.99
Wonderboy III	£32.99
Shadow Dancer	£32.99
Jap/UK Adaptor	£14.99

+ MANY MORE

ALL PRICES INCLUDE P&P
ALL CREDIT CARD ORDERS DISPATCHED SAME DAY

TEL/FAX

(0202) 527314

PC Engine GAME PRICES SLASHED



Order today by Cheque, Postal Order or Credit Card.

~~£39.99~~ now £17.99

SOME EX-DEMO PC ENGINES STILL AVAILABLE AT ONLY £80

ORDERS OF TEN GAMES OR MORE PICK ANY GAME FREE

	£Offer	£Normal
P47	£17.99	£39.99
Atomic Robo - Kid	£17.99	£39.99
Blodia	£ 9.99	£29.99
Tiger Road	£17.99	£39.99
New Zealand - Story	£17.99	£39.99
Wonder Momo	£ 7.99	£29.99
YS CD	£12.99	£39.99
Winning Shot - Golf	£ 9.99	£39.99
Power League Baseball 2	£ 9.99	£39.99
CD Baseball	£12.99	£39.99
Neutopia	£ 7.99	£29.99
Fantasy Zone	£ 7.99	£29.99

	£Offer	£Normal
Wonder - Boy II CD	£ 9.99	£29.99
Cybercross	£17.99	£29.99
Deep Blue	£ 4.99	£19.99
Drunken - Master	£15.99	£19.99
Dragon Fighter	£ 9.99	£19.99
Knight Rider	£17.99	£39.99
Golf Boy	£ 7.99	£39.99
Energy Man	£ 4.99	£19.99
F1 Triple Battle	£17.99	£39.99
Space - Adventure CD	£ 5.99	£19.99
Heavy Unit	£17.99	£39.99
Mr. Heli	£12.99	£29.99
Japan Warrior	£ 4.99	£19.99

	£Offer	£Normal
Motoroader	£ 7.99	£19.99
Overhauled - Man	£ 4.99	£29.99
Poorstory	£ 4.99	£19.99
Space Harrier	£ 4.99	£29.99
Shinobi	£12.99	£29.99
Shanghai	£ 4.99	£19.99
World Series - Baseball	£ 4.99	£29.99
Sweet Meeting	£ 4.99	£19.99
Honey Sky	£ 9.99	£29.99
Volfied	£12.99	£39.99
HARDWARE		
Ex-Demo Arcade Joystick	£ 5.99	£29.99
Battle Set	£14.99	£39.99

Eurotek GROUP
71 Whitchurch Road,
Shrewsbury, SY1 44E.

Credit Card Hotline
(0743) 243789

DIAL-A-TIP CHEAT-LINE

GUIDING LIGHT

for cheats, tips, pokes and secrets on all computer and console games, ring now on

0898-10-1234

Updated weekly,
Live Computer Helpline:

0898-338-933

PRIZES FOR BEST CHEATS, TIPS, ETC.

Send to: PO Box 54, Southwest Manchester M15 4LY

Proprietor: Jacqueline Wright.

Please ask permission of the person who pays the bill, calls charged at 33p per min 'Cheap Rate' 44p per min at all other times.

ALIENS



Can You Kill The ALIENS For CASH PRIZES

0898 313 573

Infodial PO Box 36 LS1 4TN Call Charges 33P Per min Cheap Rate 44P all other times



IF AN ADVERT IS WRONG, WHO PUTS IT RIGHT?

We do. The Advertising Standards Authority ensures advertisements meet with the strict Code of Advertising Practice.

So if you question an advertiser, they have to answer to us.

To find out more about the ASA, please write to Advertising Standards Authority, Dept. X, Brook House, Torrington Place, London WC1E 7HN.

ASA

This space is donated in the interests of high standards in advertisements

YOB'S GOSSIP

GREAT SCOTT!

According to my chums over at Electronic Arts, ever since Scott won the MEAN MACHINES/Electronic Arts John Madden's Football Challenge, detailed in the mag a couple of months back, he's become impossible to work with because of his grotesquely inflated ego. However it was recently deflated when a crowd of EA people went on a mini camping trip. "He's very much a town boy", my Electronic Arts mole revealed to me, "and spent the whole time drinking coke and listening to his Walkman claiming that it was all boring and pointless". However, during the night there was much excitement when his brand new tent collapsed on him, causing much hilarity amongst the jolly campers. "He's always having bad luck with his erections", chortled my mole.

BERGER KING!

When C+VG's staff writer Richard Leadbetter recently returned to his old school to pick up his "A" level certificates his history teacher, Mr Berger rushed out to greet him. "I've just got a Megadrive", quoth the respected teach, "and I want to get together a John Madden's Football league in Witham Town. Do you know anyone willing to play?" Richard didn't - and he doesn't know a man who does.

PIXIE'S REVENGE

Here's an interesting follow-up to one of my gossip stories in issue 3. Apparently Nikki Hemmings at IDG was recently accosted by a group of rowdies brandishing copies of MEAN MACHINES. They had read about her nickname which I revealed and, seeing the IDG logo outside her Birmingham office, stormed in demanding to see "Pixie". Of course she immediately ran for cover - her red-capped toadstool with its little doors and windows.

BETTY BOO: THE UPDATE

You might think that I'm obsessed with Betty Boo, but I've just been asked to make something clear. Last month I revealed that Betty was hankering after a Sega for Christmas. We-e-ell, according to a source at her record company she actually had a Sega, Nintendo AND a Gameboy! The lucky gal.





BY: FORCEPS

PRICE:TOO CHEAP

RELEASE DATE: OUT NOW
GAME DIFFICULTY: SIMPLE
LIVES: 1
CONTINUES: 0
SKILL LEVELS: LOADS
RESPONSIVENESS: VERY SLOW

1 PLAYERS

PRESENTATION 56%

They don't call him "Mr t-shirt and jeans" for nothing - he wears nothing else.

GRAPHICS 98%

A super all-round artist and layout person, Oz's graphics are his strong point.

SOUND 75%

Very quiet, apart from when he's under extreme pressure, when he shouts to let off steam.

PLAYABILITY 90%

Oz's easygoing nature mean's he a pleasure to play with.

LASTABILITY 88%

He's tough and never seems to wear out!

OVERALL 89%

The hardest working member of the MEAN MACHINES team, Oz sports some stunning graphics. Shame about the sound, though!

AMIGA MEGADRIVE ST SUPER FAMICOM C64 SEGA
SPECTRUM SEGA AMSTRAD PC ENGINE PC NINTENDO

DM 8.50 SP $7.20 350 PTA
MARCH '91
No. 112

STILL ONLY
£1.30

ISSN 0261-3697

COMPUTER + VIDEO GAMES



THIS GIRL IS POISON!!

REVIEWED ON SUPER FAMICOM!

FINAL FIGHT



SUPER MONACO GP
US GOLD'S BEST CONVERSION YET?

BUY IT!
OUT
FEB 15TH!!

NEW LOOK ISSUE!

REVIEWED!

FAMICOM SUPER MARIO WORLD
TURRICAN 2 SOLAR JETMAN
SNAKE, RATTLE 'N' ROLL
PRO TENNIS TOUR 2

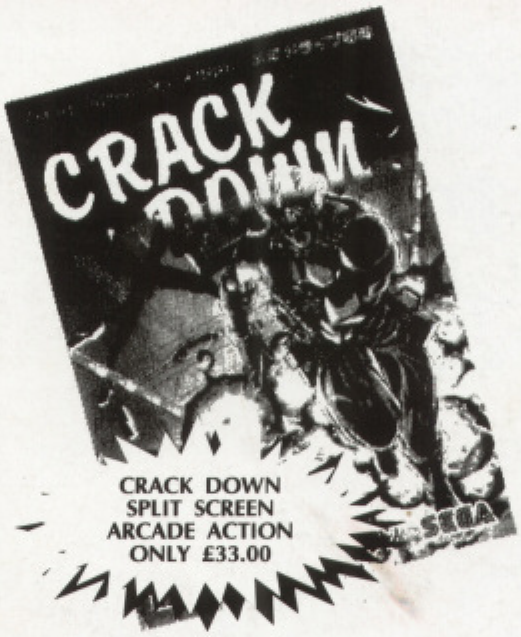


WIN!!

EXTERMINATOR COIN-OP
SUPER FAMICOM AND CONSOLES GALORE!!

WHIZZ-KID GAMES 0689 891417

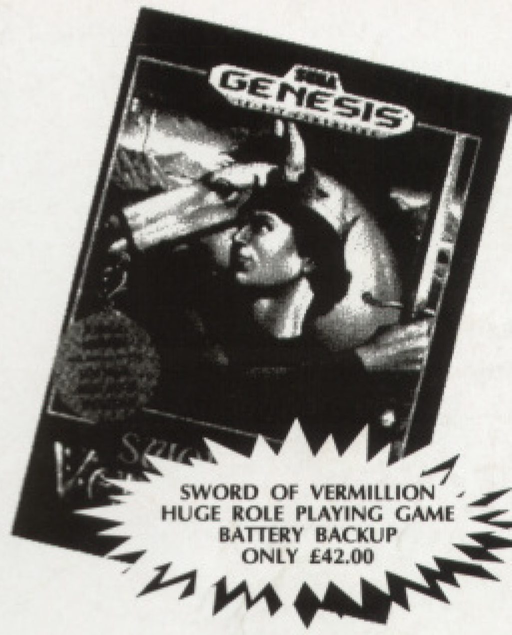
MAIL ORDER HOTLINE



CRACK DOWN
SPLIT SCREEN
ARCADE ACTION
ONLY £33.00



SHADOW DANCER
SUPERB SEQUEL
TO SUPER SHINOBI
ONLY £33.00



SWORD OF VERMILLION
HUGE ROLE PLAYING GAME
BATTERY BACKUP
ONLY £42.00

WE WANT YOUR OLD GAMES! - PHONE FOR OUR PART EXCHANGE LIST

GAMEBOY

TOP 10

1	CHASEHQ	25.00
2	ROBOCOP	25.00
3	GHOSTBUSTERS II	25.00
4	TURTLES	25.00
5	DOUBLEDRAGON	25.00
6	DUCKTALES	25.00
7	PIPEDREAM	25.00
8	FINALFANTASY	30.00
9	POWERRACER	25.00
10	PAPERBOY	25.00

NEW GAMES

MERCENARYFORCE	25.00
BUBBLE GHOST	25.00
R-TYPE	25.00
WWFWRESTLING	25.00

USED GAMES

TITLE	*NEW*	*USED*
NEMESIS	20.00	15.00
MARIOLAND	20.00	15.00
BATMAN	25.00	18.00
SPIDERMAN	20.00	15.00
WHEELFORTUNE	25.00	18.00
DRMARIO	20.00	15.00
FLIPALL	20.00	15.00
TENNIS	20.00	15.00
GOLF	20.00	15.00
ASTRO RABEE	20.00	15.00
CASTLEVANIA	20.00	15.00

GAMEBOY - £69.95
CARRY CASE - £15.00
LIGHT BOY - £20.00
ILLUMINATOR - £15.00

MEGADRIVE

TOP 10

1	MICKEYMOUSE	35.00
2	SHADOWDANCER	33.00
3	MAGICALHAT	35.00
4	HARDDRIVIN'	35.00
5	VERMILLION	42.00
6	CRACKDOWN	33.00
7	WONDERBOY	35.00
8	STRIDER	40.00
9	JOHNMADDEN	40.00
10	SUPERMONACO	35.00

NEW GAMES

JOEMONTANA	40.00
SWORDOFSODAN	35.00
MUSHA ALESTE	35.00
KA KE GI	35.00
AEROBLASTER	35.00
HEAVYUNIT	35.00
GAIRIES	45.00
ELEMENTALMASTER	35.00

USED GAMES

TITLE	*NEW*	*USED*
RINGSIDE ANGELS	35.00	26.00
E-SWAT	35.00	26.00
DYNAMICDUKE	35.00	23.00
GAIN GROUND	35.00	26.00
BATTLE SQUADRON	40.00	30.00
HELLFIRE	35.00	26.00
ATOMIC ROBOKID	35.00	26.00
MOONWALKER	35.00	26.00
GHOSTBUSTERS	35.00	26.00
THUNDERFORCE III	40.00	26.00
BURNING FORCE	35.00	17.00
DJ BOY	35.00	23.00
GOLDEN AXE	35.00	26.00
RASTANSAGA	35.00	23.00

NINTENDO

TOP 10

1	SUPERMARIO2	39.95
2	ROBOCOP	39.95
3	DOUBLEDRAGON2	39.95
4	BOBBLE BUBBLE	24.95
5	MEGAMAN	34.95
6	KIDICARUS	29.95
7	ZELDA	24.95
8	TETRIS	24.95
9	SOCCER	24.95
10	RYGAR	34.95

NEW GAMES

BLACKMANTA	29.95
MEGAMAN II	39.95
PAPERBOY	24.95
WORLDWRESTLING	34.95

USED GAMES

TITLE	*NEW*	*USED*
GYROMITE	39.95	19.00
DUCKHUNT	29.95	14.00
KUNGFU	24.95	18.00
RC PRO AM	29.95	19.00
CASTLEVANIA	29.95	19.00
METROID	29.95	19.00
METALGEAR	34.95	23.00
RADRACER	29.95	19.00

LATEST JAPANESE AND USA NES TITLES NOW IN STOCK. ALL GAMES REQUIRE GAME ADAPTOR. PHONE FOR DETAILS.

SEGA SYSTEM

TOP 5

1	SHINOBIWORLD	29.95
2	SUPERMONACO	29.95
3	E-SWAT	29.95
4	CHASEHQ	29.95
5	ULTIMA4	39.99

NEW GAMES

GAUNTLET	29.95
IMPOSSIBLEMISSION	29.95
INDIANAJONES	29.95
PAPERBOY	29.95

USED GAMES

TITLE	NEW	USED
AFTERBURNER	29.95	14.00
CALIFRNIA GAMES	29.95	19.00
DOUBLEDRAGON	29.95	19.00
OUTRUN	29.95	19.00
AERIALASSAULT	29.95	22.00
TIMESOLDIERS	29.95	19.00
VIGILANTE	29.95	19.00
SPACEHARRIER	29.95	14.00
THUNDERBLADE	29.95	19.00
ROCKY	29.95	19.00
CHOPLIFTER	24.95	16.00
RASTAN	29.95	19.00

GAME GEAR

GAMEGEAR + GAME	149.00
COLUMNS	30.00
G-LOC	30.00
PENGO	30.00
SUPERMONACO	30.00
WONDERBOY	30.00

SUPER FAMICOM + 2 GAMES £299

GRADIUS
FINAL FIGHT
PILOT WINGS
ACTERISER
MARIO WORLD
F-ZERO

PC ENGINE HANDHELD £299

LARGE SELECTION OF NEW AND USED PC GAMES

WHOLESALE, MAILORDER, RETAIL AND USED GAMES

22 STATION SQ, PETTS WOOD, KENT BR5 1NA 0689 891417

MID KENT SHOP CENTRE, MAIDSTONE, KENT 0622 674692

90 HIGH STREET, SIDCUP, KENT. 081 300 0990

166 HIGH STREET, BECKENHAM, KENT. 081 650 1205

WHIZZ-KID GAMES,
22 STATION SQUARE,
PETTS WOOD,
KENT BR5 1NA.
PLEASE ADD TO ALL ORDERS
P&P £1 PER GAME, £5 CONSOLES
FAST DELIVERY
PERSONAL CALLERS
WELCOME.

NAME ______
ADDR ______
TEL ______
C/CARD NO ______
EXP DATE __/__/__
SIGNATURE

GAME ______ MACHINE ______ PRICE ______

CARRIAGE ______
CHEQUE ☐
ACCESS/VISA ☐
TOTAL ______

CRACK 01

Please note that due to a 2 month lead time in placing this advertisment our used prices may be different. - All games subject to availability.

WIN THIS AMAZING "Out Run" ARCADE MACHINE!



HIGH ACTION ROAD RACING ADVENTURE!!

THE ULTIMATE ARCADE GAME WORTH £2000!

How do you fancy winning a **Sega Out Run Arcade Machine**, so you can use it whenever you want and never have to pay to play? You bet!!! Well, this brilliant arcade game is worth £2000 and to give yourself a chance of winning it all you have to do is call **0898 101988** where you'll have to try and beat our race course before you get beaten by the clock!! If you get to the finish line in time and leave the best answer to our tiebreaker question then this rad machine is yours!!!

CALL 0898 101988

Calls cost 33p (cheap rate) and 44p (at all other times) per minute including VAT. Populuxe Productions, PO Box 1640, London, NW1 8NG.
Please ask your parents permission before you call. Average length of the call is 5.5 minutes and we advise that you ring at cheap rate.